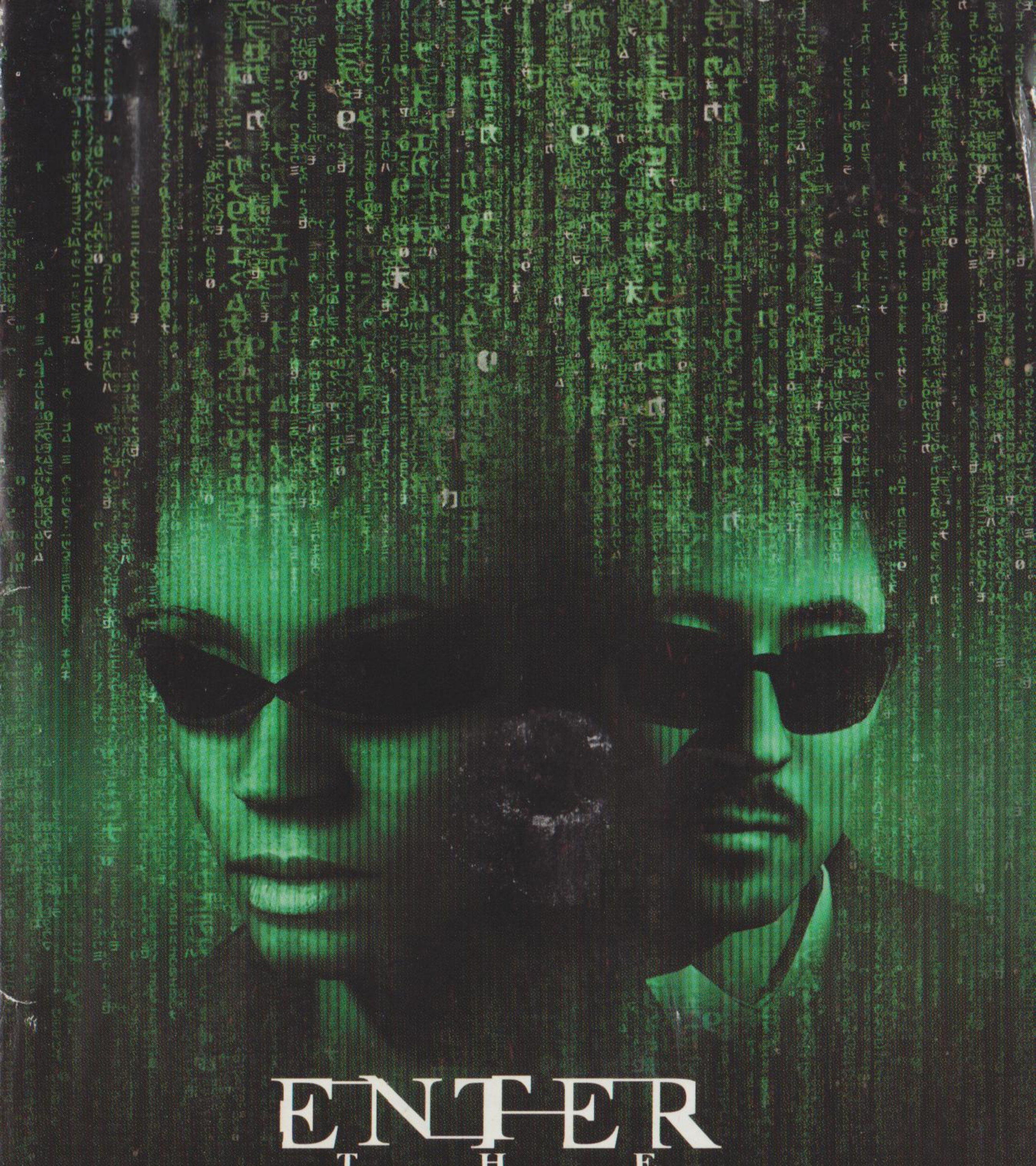

ENTER THE MATRIX™

ATARI

Precautions

• This disc contains software for the PlayStation®2 computer entertainment system. Never use this disc on any other system, as it could damage it. • This disc conforms to PlayStation®2 specifications for the PAL market only. It cannot be used on other specification versions of PlayStation®2. • Read the PlayStation®2 Instruction Manual carefully to ensure correct usage. • When inserting this disc in the PlayStation®2 always place it with the required playback side facing down. • When handling the disc, do not touch the surface. Hold it by the edge. • Keep the disc clean and free of scratches. Should the surface become dirty, wipe it gently with a soft dry cloth. • Do not leave the disc near heat sources or in direct sunlight or excessive moisture. • Do not use an irregularly shaped disc, a cracked or warped disc, or one that has been repaired with adhesives, as it could lead to malfunction.

Health Warning

For your health, be sure to take a break of about 15 minutes during every hour of play. Avoid playing when tired or suffering from lack of sleep. Always play in a well-lit room, sitting as far from the screen as the cord will allow. Some people experience epileptic seizures when viewing flashing lights or patterns in our daily environment. These people may experience seizures while watching TV pictures or playing video games. Even players who have never had any seizures may nonetheless have an undetected epileptic condition. Consult your doctor before playing video games if you have an epileptic condition or immediately should you experience any of the following symptoms during play: dizziness, altered vision, muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion, and / or convulsions.

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See back page of this manual for Customer Service Numbers.

What is the PEGI age rating system?

Pan European Games Information (PEGI) is the age rating system for video games in Europe (except where, by law, other rating systems apply). PEGI comprises two separate but complementary elements. The first is an age rating:-

The second is icons describing the type of content in the game. Depending on the type of game, there may be a number of such icons. The age rating of the game is appropriate to the intensity of the content. The icons are:-

VIOLENCE BAD LANGUAGE FEAR SEXUAL CONTENT DRUGS DISCRIMINATION

PEGI will allow parents and those purchasing games for children to choose games appropriate to the age of the intended player. For further information visit http://www.pegi.info

SLES-51203

1 Player • Memory Card (8MB) (for PlayStation®2) : 186KB minimum • Analog Control Compatible: all buttons • Vibration Function Compatible

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(s04)

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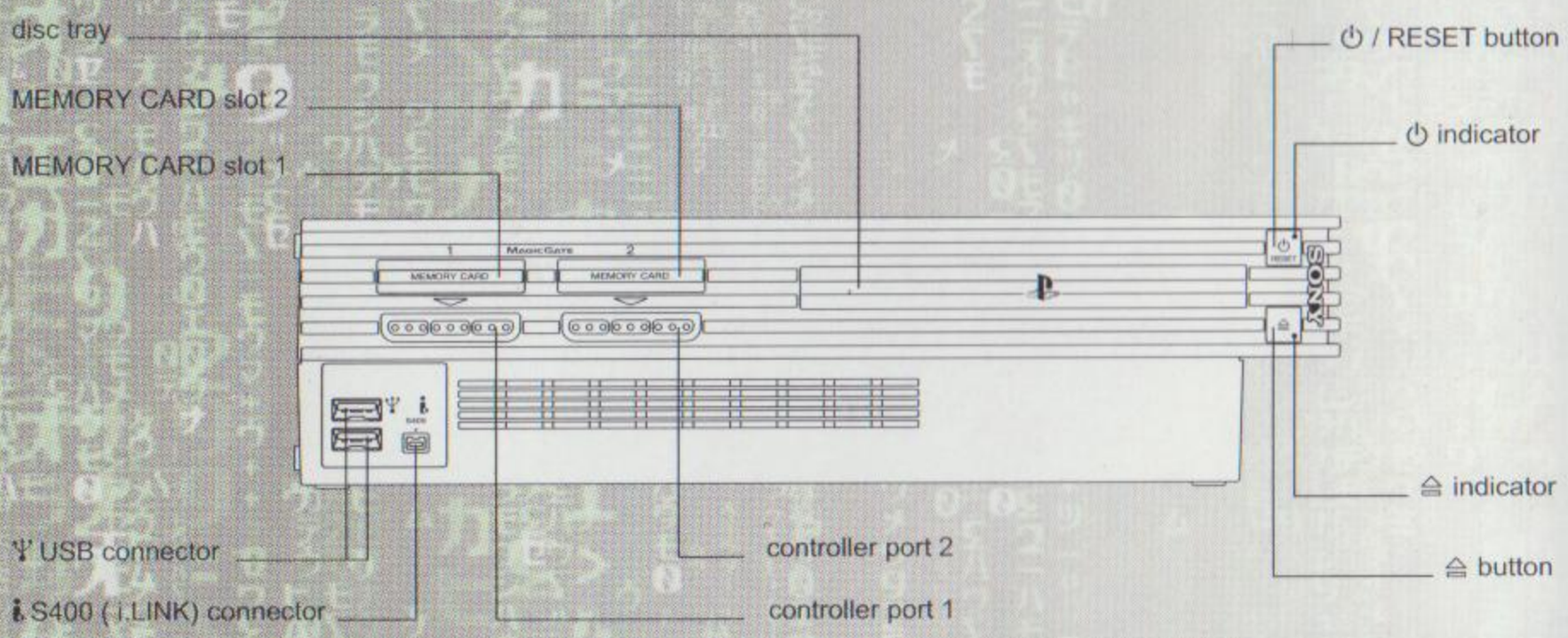
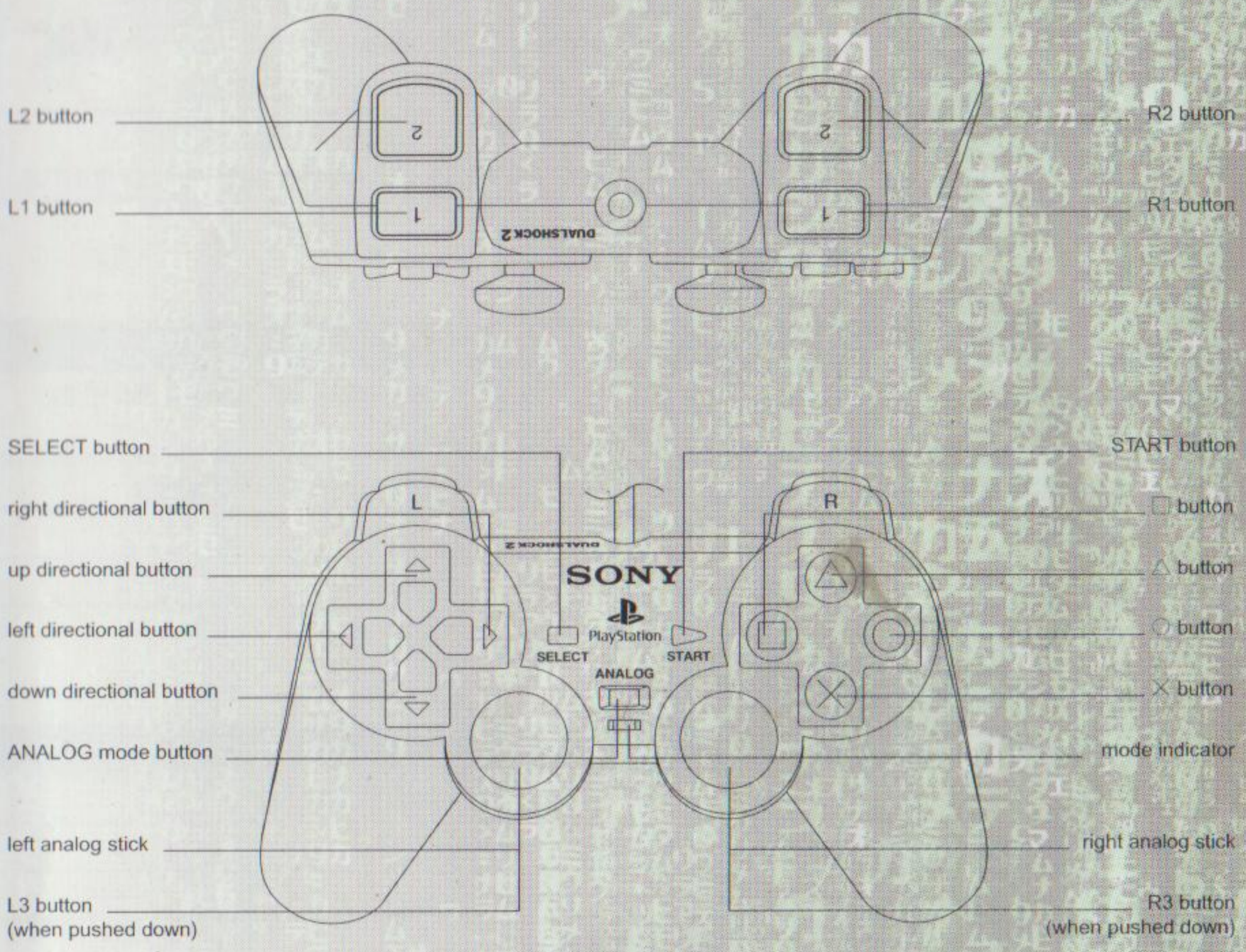
SETTING UP



- Set up your console according to the instructions in its instruction manual.
- Make sure the MAIN POWER switch (located on the back of the console) is turned OFF.
- Connect game controllers and other accessories as appropriate, before you switch your console on.
- Now turn the console ON at the MAIN POWER switch and press the ⏻ **RESET button**.
- When the ⏻ indicator lights up green, press the ⏏ **button** and the disc tray will open.
- Place the *Enter the Matrix™* disc on the disc tray with the label side facing up.
- Press the ⏏ **button** again and the disc tray will close. Finally, press the ⏻ **RESET button** again before commencing play.
- It is advised that you do not insert or remove accessories once the power is turned ON.
- Insert a memory card (8MB) (for PlayStation®2) in MEMORY CARD slot 1. *Enter the Matrix™* requires 186KB of free space on your memory card (8MB) (for PlayStation®2) to save your progress and game settings.

Note: *Enter the Matrix™* supports the analog controller (DUALSHOCK®2). Digital controllers are not supported.

CONTROLS



Walking / Running / Shooting

CONTROL	ACTION
left analog stick	Move forward, back, turn right and left. When facing an obstacle (such as a wall), tap forward to have Niobe or Ghost turn their back toward the obstacle. If the obstacle is low, the character will automatically crouch behind it. When in first-person or sniper mode, the **left analog stick** allows you to look around and / or aim the sniper weapon.
right analog stick	Enter / Exit first-person mode
right directional button	Quick-select primary weapon
left directional button	Quick-select secondary weapon
□ button	Specific action is context-sensitive: Activate / Open door / Close door / Holster weapon / Strangle opponent from behind.
△ button	Press and hold to throw selected secondary weapon (e.g., grenade). If you have an enemy targeted, you will throw the object at them.
✕ button	Jump, or jump and grab edge of obstacle. Run and jump to increase jump distance. Hold Focus button (**L1 button**) while jumping to greatly increase jump distance.
L1 button	Focus. Hold button down to use Matrix-enhanced set of abilities.
R1 button	Draw selected weapon; Fire primary weapon

R2 button / L2 button	Strafe / step left and right. Pressure on button determines speed.
SELECT button	Weapon Selection menu. Use the **directional buttons** or the **left analog stick** to navigate in the menu.
START button	Pause Game — the Pause Menu appears. Press again to return to game.

Sniper Mode

CONTROL	ACTION
right analog stick	Enter /Exit sniper mode (when sniper weapon selected)
left analog stick	Look around;Aim sniper weapon
▢ button	Zoom in
✕ button	Zoom out

Hand-to-Hand Combat

CONTROL	ACTION
▢ button	Defend / Block / Counter
△ button	Punch
○ button	Kick
○ button + △ button	Throw
right analog stick	Exit fighting stance

Driving - When playing as Niobe (Driver):

CONTROL	ACTION
left analog stick / directional buttons	Steer left / right
right analog stick	Accelerate and brake. For reverse, continue to pull back after the car has stopped.
✕ button	Accelerate (alternate)
▢ button	Brake (alternate)
R1 button	Emergency Brake
R2 button	Look right
L2 button	Look left
R2 button + L2 button	Look behind
△ button	Toggle between first-and third-person view
L1 button	Press and hold to make Ghost assist (lean out of car and shoot enemies)

When playing as Ghost (Riding shotgun, shooting from passenger's seat):

CONTROL	ACTION
left analog stick	Look around / Aim weapon
R1 button	Fire primary Weapon

Hovercraft Flying - When playing as Niobe (Pilot):

CONTROL	ACTION
left analog stick	Steer Left / right / up / down
right analog stick	Up to accelerate; down to decelerate. For reverse, continue to pull back after the hovercraft has stopped.
R1 button	Fire forward cannon
⊗ button	Accelerate (alternate)
▢ button	Decelarate, Reverse (alternate)

When playing as Ghost (Gunner):

CONTROL	ACTION
left analog stick	Aim target reticule
R1 button or ⊗ button	Fire cannon
L1 button or ▢ button	Switch view from forward to rear

Alternate Control Configuration

The above control configuration is the default setting. You can select an alternate configuration at the game's Options Menu.

STARTING THE GAME

From the game's Main Menu, select New Game to start fresh or Load to return to a previously saved game. If you choose New Game, you'll be prompted to select a Difficulty level —Easy, Normal or Hard. Next, you'll choose to play as either Niobe or Ghost. Select either character to get started.

SAVING AND LOADING

At specific points throughout the game, you will be prompted to save your progress. You must have a memory card (8MB) (for PlayStation®2) in MEMORY CARD slot 1 to save a game. Choose an empty game slot or overwrite an existing game (if you do this, the game previously saved in that game slot will be lost). Your position in the game is indicated in the saved game slot. After saving, you can continue the game or quit the game in progress.

To load a saved game, select Load and choose your saved game. When choosing a game to load, you may start from any point at which you previously saved. You must have a memory card (8MB) (for PlayStation®2) with saved data on it in MEMORY CARD slot 1.

OPTIONS

From the Main Menu, select Options to enter the Options Menu.

Controller

- Toggle vibration On/Off.
- Set the "look up" control for first-person mode.
- Switch controller's button mappings between Configuration A and configuration B —the mappings for each are displayed on the screen.

Audio

- Set the volume level of the game's sound effects, music and dialogue.

Video

- Turn subtitles for all voice dialogue ON /OFF.
- Adjust video settings for Brightness, Gamma and Contrast.

Save Settings

Save your current controller, audio and video settings.

VIDEOS AND CINERACTIVES

Enter the Matrix™ tells its story through a combination of live-action film footage, in-game movies called "cineractives," and the actual gameplay. Clues and instructions appear in the film and cineractive segments.

HACKING

The rabbit hole is very deep, with many places to explore. You must have a previously saved game stored to begin hacking. After that, you're on your own.

Martial Arts Coordinator
Chad Stahelski

Kung Fu Trainer/Co-Choreographer
Cheung Yan Yuen

Wire Team Coordinator
Lee Kun "Fish" Fong

Hong Kong Wire Team
Chi Wah Ling "Tony"
Hu Chen "Tiger"
Collin Chou
Huen Chiu Ku "DD"
Shun Yi Yuen "Eagle"
Sui Wah Chan "Money"

Assistant To Fish Fong
Catherine Ho

Stunt Coordinator
Mike Martinez

Stunts
Mike Kruzel
Johnny Martin
Keith Suzuki
Diane Wasnak

Facial Capture/ADR Recordists
Julie Pearce
Michael Thompson

Facial Capture Producer/AD
Clark Graff

Facial Capture Supervisor
David Bawel

Facial Capture Trackers
Damon Knight
Andrew Tucker

Facial Capture Marker Swine
Ron McGough

ADR Recording Services Provided by
Soundfirm

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Assistant to Wachowski Brothers
Vanessa Carmichael

Assistants to Joel Silver
Michelle Tuella
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Assistant to Grant Hill
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Diane Giorgutti
Josh Jaggers
Tricia Mulgrew

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Kate McCarthy
Jacqueline Rosado

Technology Supervisor
Charles Henrich

Digital Assets Manager
Tim Bicio

Digital Assets Developer
Stephen Cronan

Digital Assets Coordinators
Billy Barnhart
Jonathan Dyer

Digital Assets Assistants
Matt Brooks
Jess Oates
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Technical Support
Kenji Oates

Systems Administrators
Corey Garnett
Ted Herron
David Zbriger

Cineractive Storyboard Artist
David Hogan

Additional Cineractive Animators
John Lee
Matt Farrell

Music Licensing by
Julie Sessing

Additional Cineractive Animation Provided by
Mainframe

Producer
Jennifer Twiner-McCarron

Director
Greg Richardson

Filmbox Animators
Rob Hansen
Andy Hutchinson
Rob MacKenzie
Peter Saumur

CGI Animators
Jiri Licenik
Ricardo Rodriguez
Adam Sera
Dustin Trenton

Software Developer
Dean Broadland

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Dawn Hershey, C.S.A.

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Philippe Erwin

Director
Scott Johnson

Director of Production
Brett Skogen

Producer
Gary Shemwald

Marketing Coordinator
Jim Molinaro

Executive Assistant
Jason Ades

CAST
(In Alphabetical Order)

The Oracle
Mary Alice

Kali
Christine Anu

Soren
Stephen Bastoni

Vector
Don Batte

Councillor Tuchman
Francine Bell

Persephone
Monica Bellucci

Elevator Security Guard
Gunther Berghofer

Agent Johnson
Daniel Bernhardt

PAUSE MENU

At any time in the game, you can press the START **button** to access the Pause Menu. Use the **directional buttons** and the ⊗ **button** to select from the menu. Press the START **button** to return to the game.

Continue – Return to the game.
Objectives – List the level objectives.
Tips – Display basic gameplay tips.
Quit – Quit to the Main Menu.

HEADS-UP DISPLAY

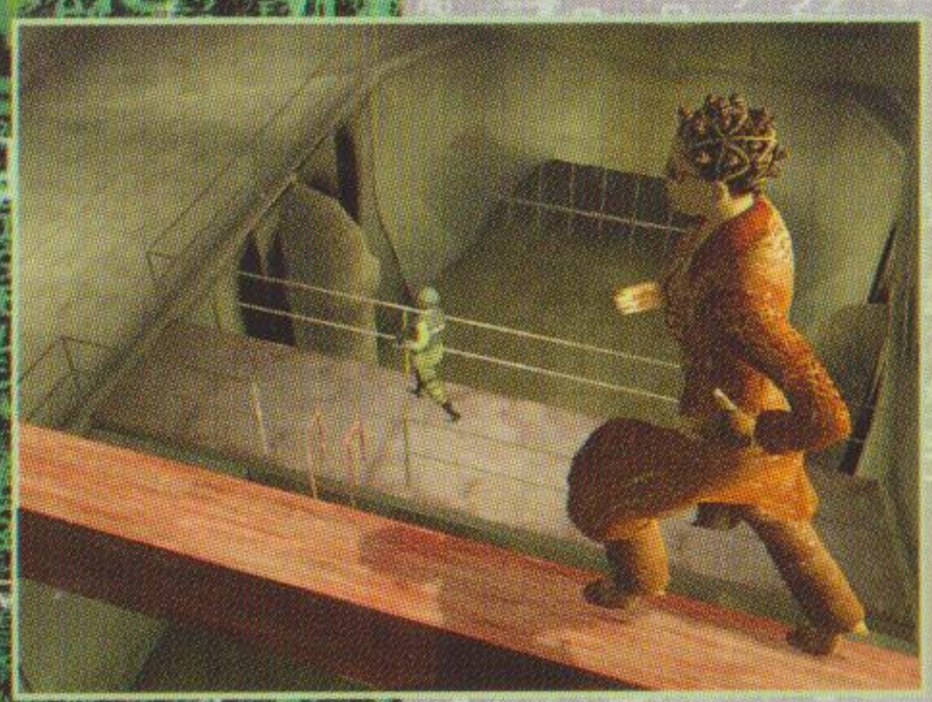
The Health bar displays your current health status.

The Focus bar displays the current level of focus time available (see Focus Moves on page 21 for more information).

The Radar indicator shows the distance and direction to the next objective. If the indicator turns red, you are facing the wrong direction. You may need to go around obstacles to reach your next objective.

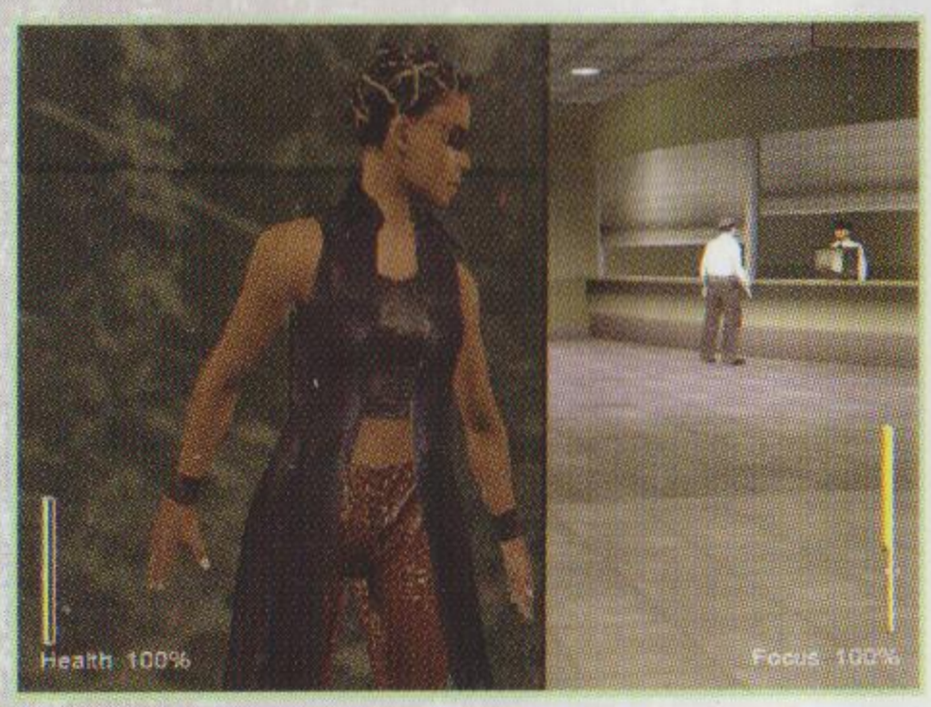
The Selected Weapon displays show the currently selected weapon for either hand and its available ammunition.

MOVING AROUND



The **left analog stick** controls direction and speed for both walking and running.

When facing an obstacle such as a wall, move close to the object and then tap the **left analog stick** forward as if to walk into the object. Niobe will turn her back and press up against the object.

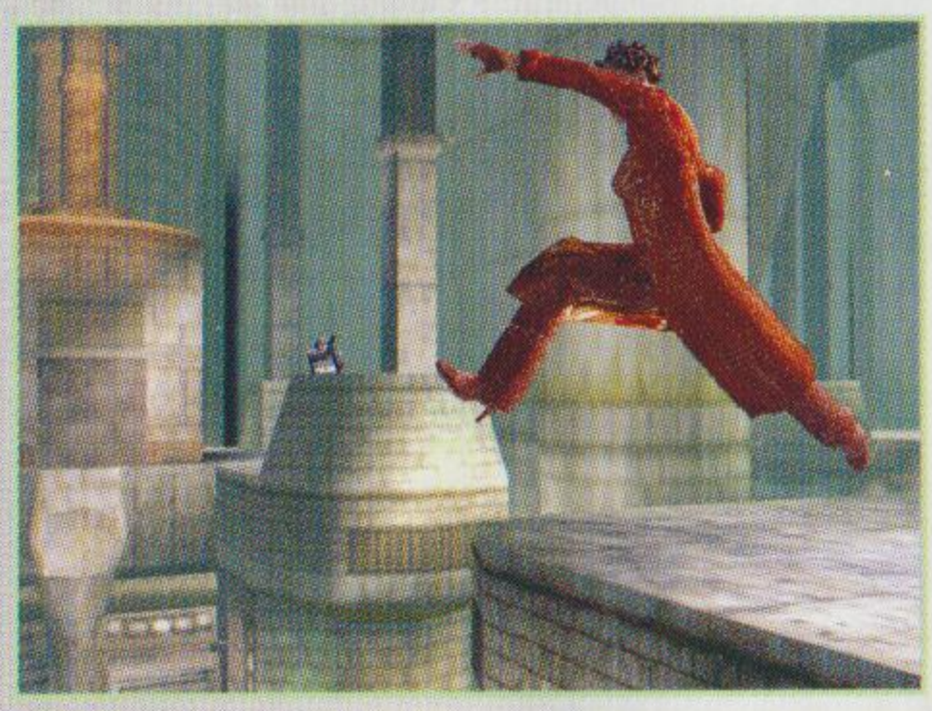


If the object is low, your character will automatically crouch down and hide. You can use the **left analog stick** or the strafe buttons (**L2 button and R2 button**) to move or creep along the obstacle.

You can peer around corners by turning your back against an obstacle and using either the left analog stick or strafe buttons (**L2 button and R2 button**) to move to the edge and peer around. Your character can even fire weapons from behind cover in this fashion - move to the edge of the obstacle and press **R1 button** to lean out and fire. Release the **R1 button** to stop shooting, and release the left analog stick or strafe buttons, and your character will automatically move back behind cover.

To jump out and surprise enemies, press the Jump button (**⊗ button**) as you look around the corner.

Holding down the Focus button (**L1 button**) while jumping will increase the length of your jump.



If you strafe (**L2 button and R2 button**), press the Focus button (**L1 button**) and then jump, your character will do a sideways cartwheel.

WALL-RUNNING AND WALL-JUMPING

Run alongside a wall, hold down the Focus button and continue running toward the wall at an angle. You'll bend the rules of gravity in the Matrix and sprint along the wall. Time it right, and you'll even turn corners while still airborne. To jump off the wall, press the Jump button.

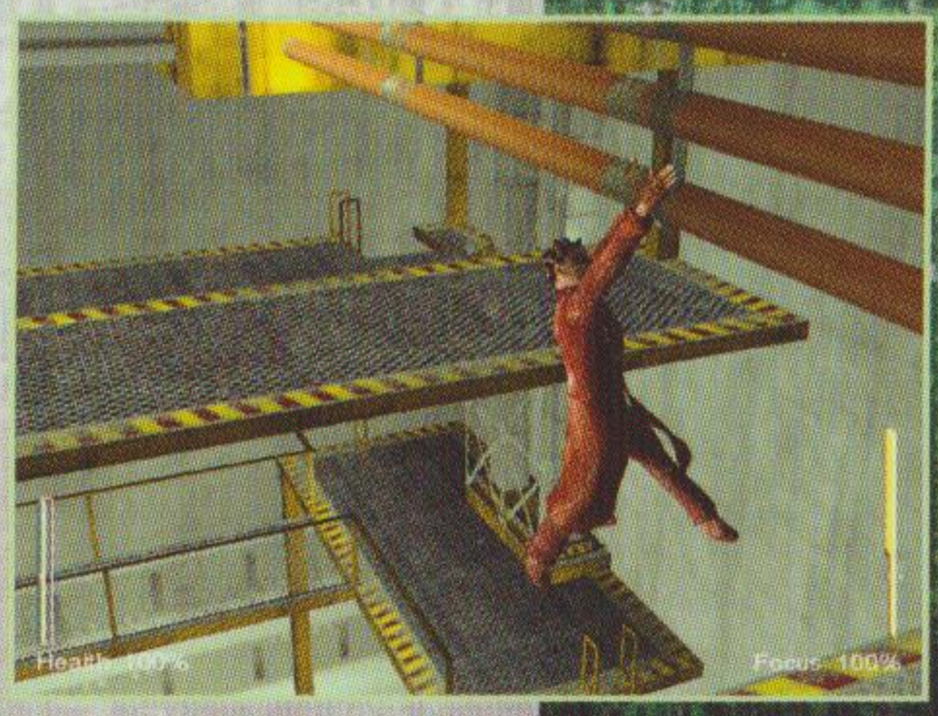
For wall-flips, press the Focus button and run directly at a wall — you'll take a few steps up the side and back flip to the ground.

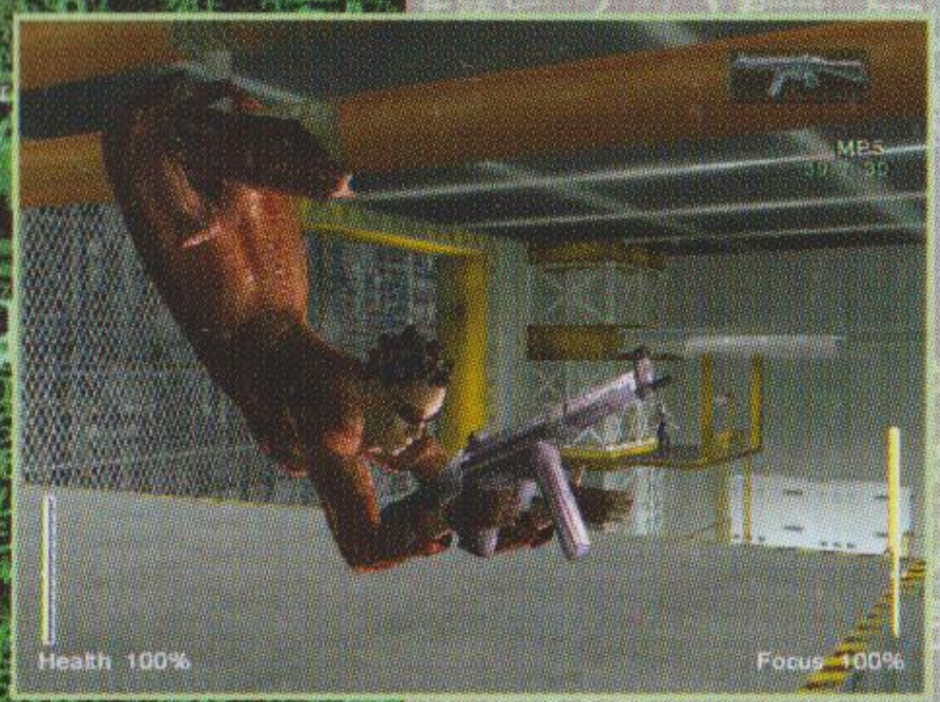
These moves are great ways to avoid enemies and obstacles. Experiment with other Focused running and jumping moves to discover more combinations and effects.

JUMPING AND CLIMBING

Use the Jump button to jump onto various objects, and use the **left analog stick** to climb up and down ladders and fences, or press the Jump button to quickly slide down a ladder.

Jump up to grab pipes and rails and use the **left analog stick** to move hand-over-hand along the pipe. Press the ⊗ **button** to pull yourself higher onto the pipe. Move the right analog stick in any direction to lower yourself back down. To jump down from the pipe, pull the **left analog stick** back and hit the Jump button. Be sure you're above a safe landing spot!





Try hanging upside down for a unique sniper's perch. While on a pipe, select any primary weapon, and press the **R1 button** to hang upside down and immediately enter first-person mode. Use the left -analog stick to aim, and press the **R1 button** again to fire. Lower yourself back down by moving the right analog stick in any direction.

PICKING UP AND USING OBJECTS

You'll have the opportunity to pick up several items during the game — weapons, ammo, grenades, etc. To pick up the items automatically, run right over them.

Press the ▣ **button** to use or activate fixed objects, like doors.

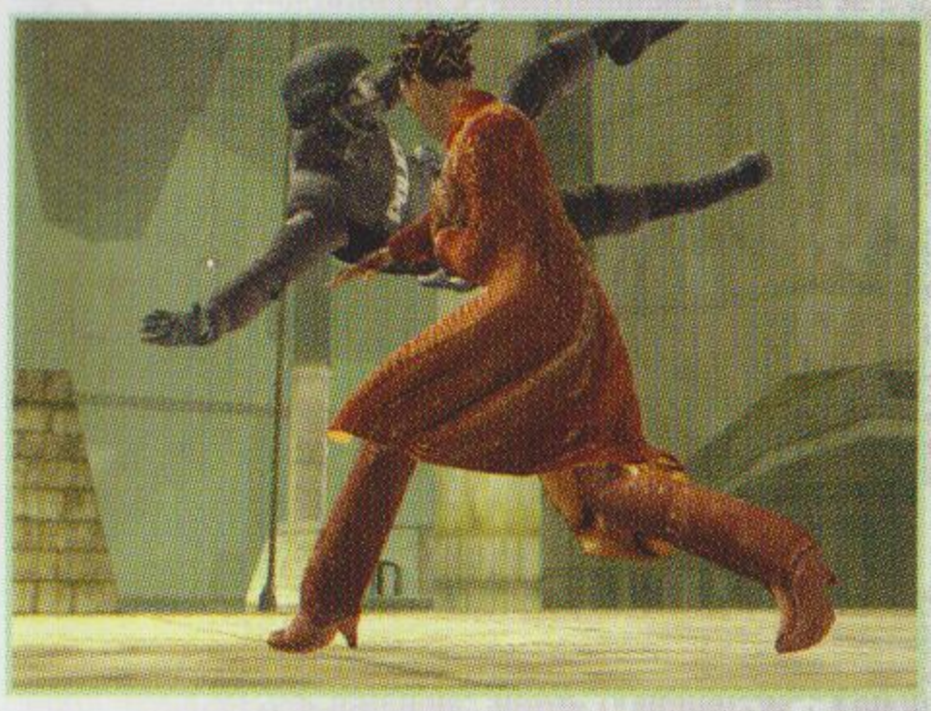
HEALTH PACKS

Throughout the game, you'll have the opportunity to recharge Niobe's or Ghost's Health meter with Health Packs. To pick up Health, run right over the Health Pack as you would any other item.

HAND-TO-HAND COMBAT

Niobe and Ghost are both rock-hard martial artists, masters of dozens of different styles. When it comes to hand-to-hand fighting they are just as tough and as fast as Trinity and Morpheus.

PUNCH, KICK AND DEFEND



You'll automatically switch to a Hand-to-Hand combat stance when you close in on an enemy. Mix it up with the bad guys and discover special moves and combinations that really dish out the pain.

Example: Foot Sweep
In close quarters, move the **left analog stick** down and press the Kick button (◉ **button**). Your character will do a foot sweep, dropping the enemy to the floor. Follow that up with another kick to punt the enemy across the room.

Example: Wall Kick
Again, in close quarters, back up against a wall, and press the Focus button and the Kick button simultaneously. If you time it right, Ghost will kick off the wall to deliver a crushing boot to the head.

THROWS, CHOKEHOLDS AND DISARM MOVES

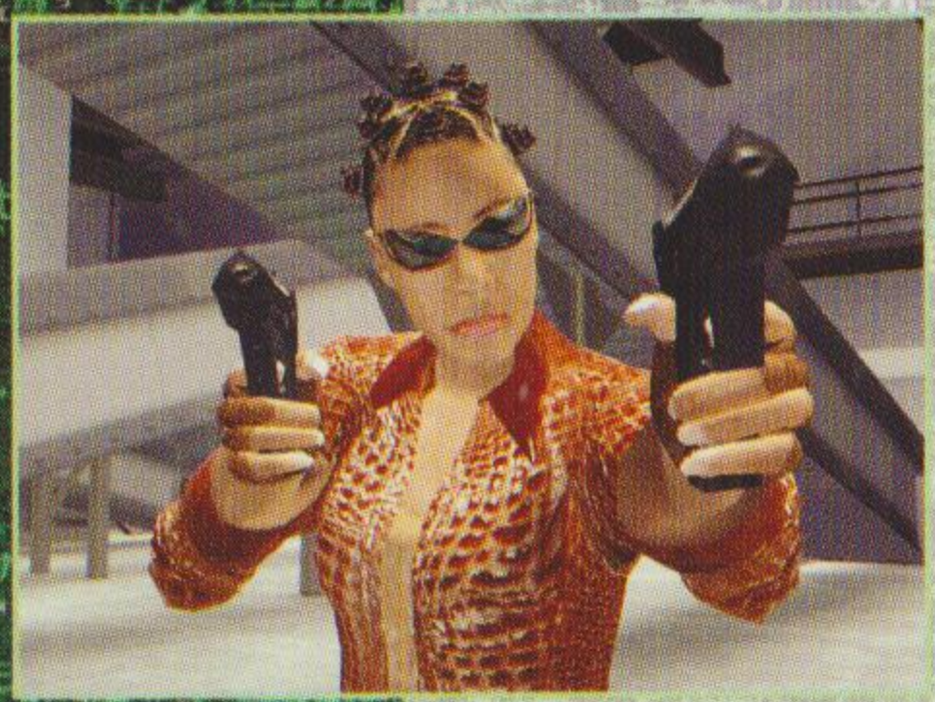
Throws, chokeholds and disarm moves are some of the special moves you can discover. Disarm moves leave guns on the ground that you can immediately pick up and fire. Some special moves even allow Niobe and Ghost to yank guns from their attackers and put them right to use.

Example:Throw
To throw an enemy, move in close and press the △ **button** and the ○ **button** simultaneously. Your character will throw the enemy across the room.

Example: Chokehold
Sneak up behind an enemy and press the □ **button**. Your character will apply a deadly chokehold.

Example: Counter-Throw
If you're being thrown, press the □ **button** before you're thrown to the ground. Your character will find her or his footing and turn the throw back on the opponent, dropping him to the floor.

WEAPONS COMBAT



In some scenarios, you'll be jacked into the Matrix with a preset weapons loadout, and throughout the game, more weapons and options will become available.

Select a weapon by pressing the SELECT **button** to display the Weapons Menu, and navigate the menu with the **directional buttons** or **left analog stick**. Press the ✕ **button** to select your weapon and exit the Weapons Menu. Alternately, you can quickly scroll through your weapons using the **directional buttons**.

To draw and fire a weapon, press the **R1 button**. Press the □ **button** to holster weapons.

You can carry grenades as secondary weapons. In some instances you can wield two pistols for rapid-fire, two-handed shooting.

AUTO-TARGETING

Once you've drawn a weapon, maneuver Niobe or Ghost to aim your weapon toward an enemy. When a green targeting reticle appears over an enemy, you've got him in your sights.

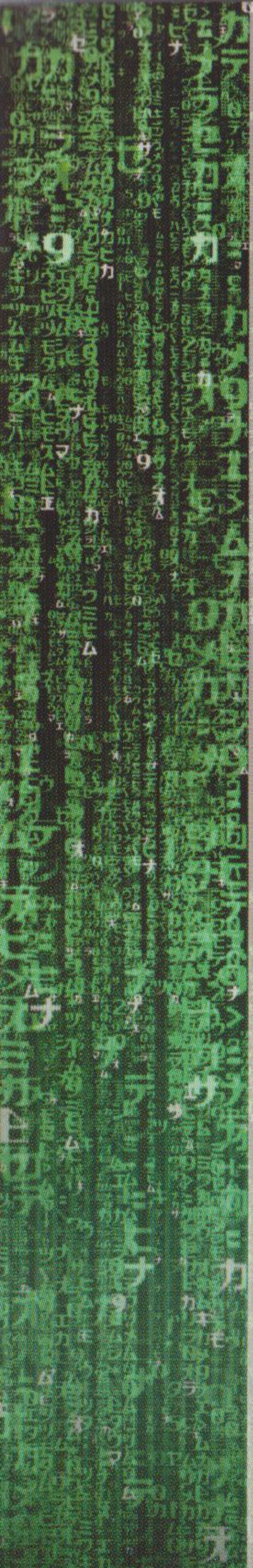
When you have a target sighted, you'll remain locked on that target as long as it remains in your line of sight or until the target is destroyed. An effective tactic is to use the strafe buttons (**L2 button and R2 button**) to "circle-strafe" an opponent -- moving sideways while shooting at the target.

THE SNIPER RIFLE

You can use the Sniper Rifle as a standard weapon, or you can enter Sniper Mode for greater range and accuracy. Select the Sniper Rifle and move the right analog stick up or down to enter Sniper Mode — the targeting reticule will appear. Zoom in on your target by pressing the ■ **button**; zoom out by pressing the ✕ **button**. To fire, press the **R1 button**. While in sniper mode, you can use the strafe buttons (**L2 button and R2 button**) to move left and right to help target an enemy. To exit sniper mode, move the right analog stick in any direction again.

THROWING GRENADES

First, select a grenade by using either the Weapons Menu (SELECT **button**) or the quick-select method (**left directional button**). Press the △ **button** to throw — but be careful to avoid the blast radius of your own grenade!



THE WEAPONS

The following is a partial list of the available weapons in the game. You'll discover several more weapons and special ammunition types as you progress — keep your eyes open!

.380 Security Pistol – Small clip size and underpowered ammunition, but a common choice for security officers and police.

92FS Automatic Pistol – Standard automatic pistol used by police and military agencies. Large clip size and high-velocity ammunition. Great when wielded in pairs.

p229 S Automatic Pistol – Excellent all-around performance. Ghost's primary handgun.

9000 S Automatic Pistol – Smaller frame size, but packs the same punch. Niobe's primary handgun.

.50AE Automatic Pistol – The most powerful handgun in the game, often carried by Agents.

MP5 Submachine Gun – The gold standard for weapons of this type. Commonly carried by SWAT officers, the MP5-N can be fitted with flashlight or infrared scope.

M-16 – The U.S. military's standard battle rifle for more than 30 years.

M240 Machine Gun – Heavy-duty machine gun, in standard use by U.S. Army and Marine Corps. Often mounted on vehicles and aircraft.

Shotgun – Tremendous short-range stopping-power more than makes up for its slow reload time. Can be fitted with a flashlight.

M95 .50 Advanced Sniper Rifle – The sniper's best friend. Shoots through brick walls and deals massive damage, even at extreme ranges.

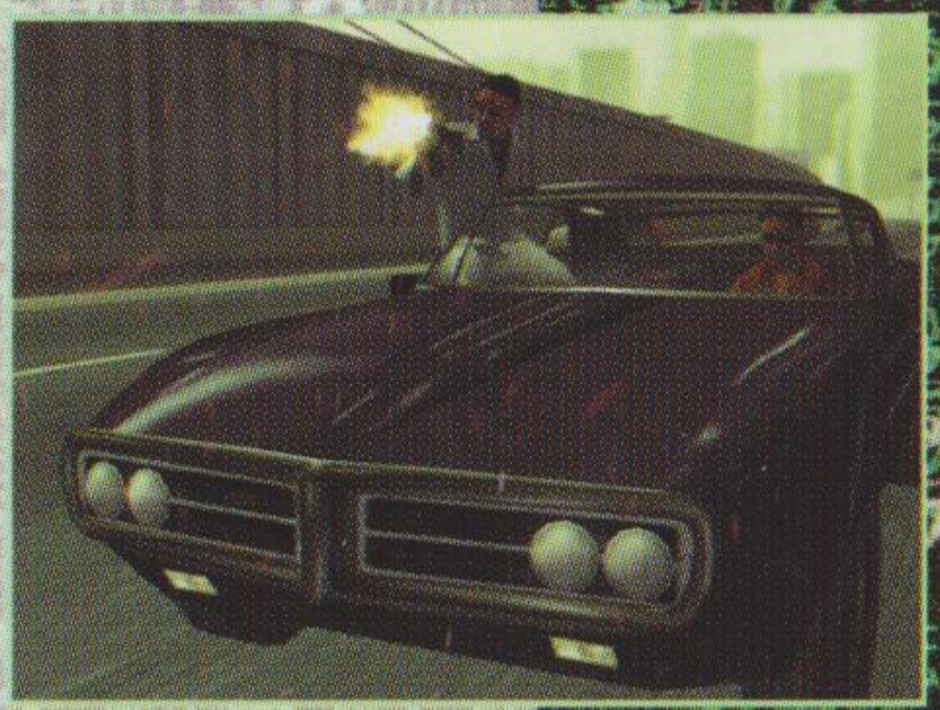
Flash-Bang Grenade – Blinds and disorients with a loud bang and brilliant flash. Used by SWAT teams during forced entries.

Offensive Grenade – Lethal fragmentation grenade, perfect for clearing enemies from behind cover.

40 mm Grenade Launcher – Fires high-explosive grenade that detonates on impact.

DRIVING & SHOOTING FROM CARS

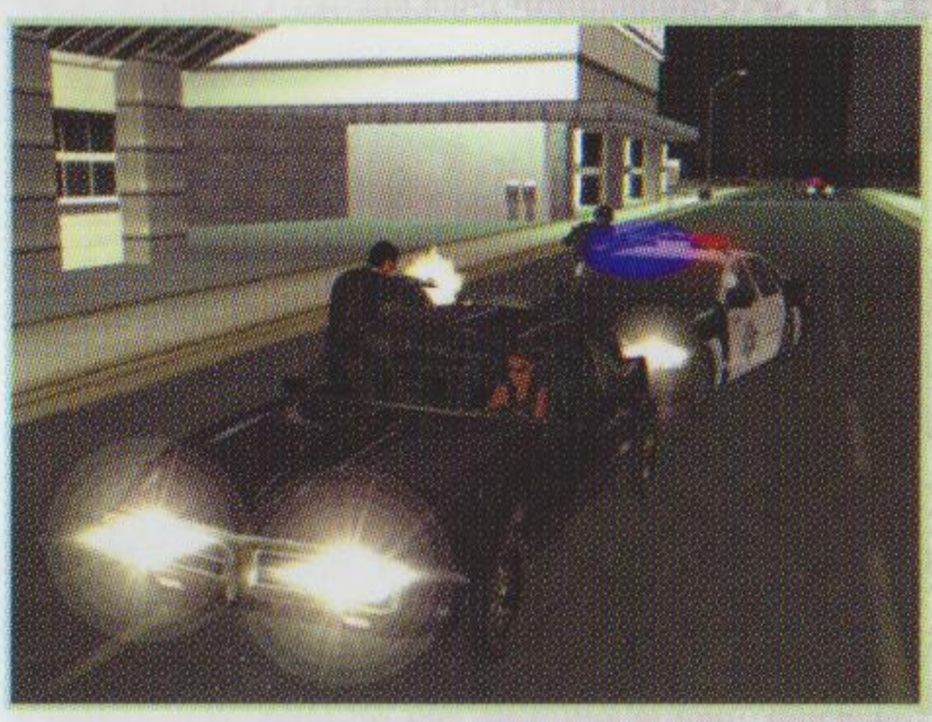
WHEN PLAYING NIOBE...



Niobe always takes the wheel during the game's driving levels. Her driving skills are second to none, but you'll have to push her right to the limit to survive.

When playing Niobe, keep in mind that Ghost will be riding shotgun — make sure he's in a good position to make his shots. Think of your role not only as the driver/navigator, but also as the means to deliver Ghost to the enemies.

WHEN PLAYING GHOST...



Niobe is the best driver, and Ghost is the best marksman with every weapon imaginable. It's Ghost's job to provide covering fire so Niobe can drive you both to safety.

Enemies can come at you from any angle. Think of your role as clearing a path for Niobe while protecting her from enemies.

PILOTING & SHOOTING FROM HOVERCRAFT

WHEN PLAYING NIOBE...

Niobe is the Captain of the *Logos*, and the best damn pilot in the fleet. She'll always take the helm of the *Logos*, the fleet's fastest, most agile hovercraft.

You'll pilot the ship through ancient steam, sewer and electrical tunnels, with hazards at every turn. Ghost will provide covering fire, so it's your job to get the *Logos* through the tunnels as fast as possible and in one piece — easier said than done.

WHEN PLAYING GHOST...

Ghost takes the *Logos*' gunner position, operating cannons located on both bow and stern. Niobe will aggressively lead the way through the tunnels, but the real danger is "Squiddy," the relentless war machines bent solely on your destruction. Niobe can handle the flying — you just need to keep the Sentinels from catching the *Logos*.

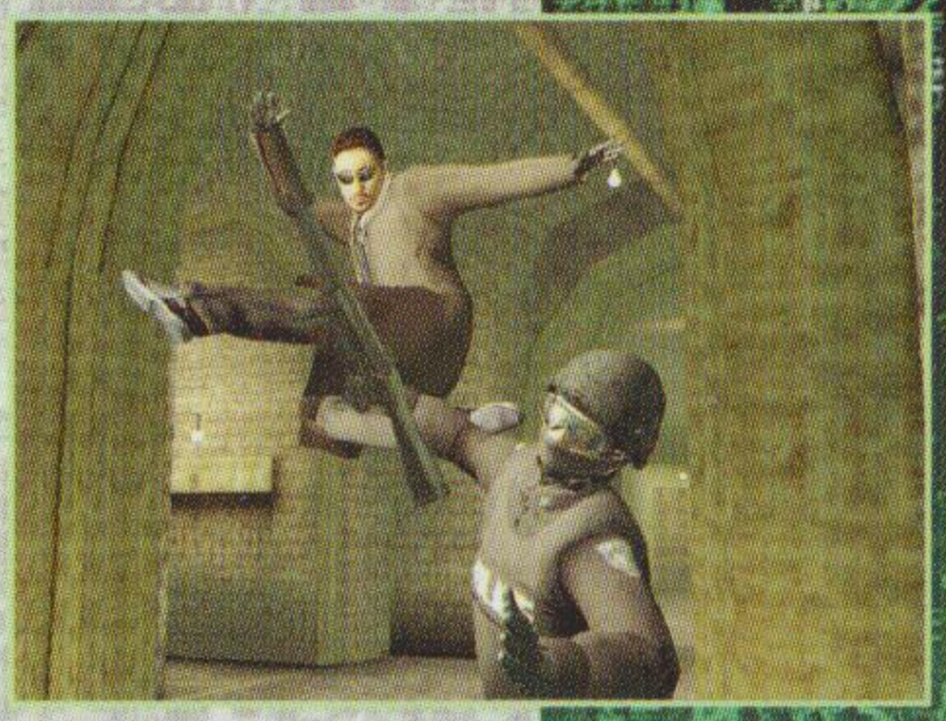
FOCUS MOVES

Discovering all of Niobe's and Ghost's abilities in the Matrix is the key to your success. In the Matrix, Niobe and Ghost are fast enough to avoid bullets and avoid gravity.

They're so fast that, for them, time slows to a crawl. Unlocking these abilities will be one of your biggest challenges as a player.

To bend the rules of the Matrix, the rebels need to learn how to free their minds. To do this, they need to focus.

The Focus meter in the lower right corner of the HUD displays your resource pool of focused ability.



Pressing the Focus button (**L1 button**) while running, jumping and / or fighting unlocks Niobe's and Ghost's spectacular (and more useful) capabilities.

Focus can also keep you out of danger you'll be a harder target to hit. For example, hold down the Focus button and tap the ● **button**, and your character will perform somersaults and cartwheels, useful for dodging bullets.

The longer you hold down the Focus button, the more you draw from the limited resource of the Focus pool. When the meter hits zero, Niobe and Ghost return to their normal levels of speed and strength.

The Focus pool slowly regenerates itself, but it's a precious commodity — use it wisely.

Note: Focused abilities are available only within the Matrix itself. In the Real World, you're on your own.

Forholdsregler

• Denne disk indeholder software til PlayStation®2-underholdningssystemet. • Sæt aldrig disken i et andet system, da du risikerer at ødelægge den. • Disken opfylder kun PlayStation®2-specifikationerne for PAL-markedet. • Den kan ikke bruges på andre versioner af PlayStation®2. Læs PlayStation®2-manualen omhyggeligt for at sikre korrekt brug. Når du sætter disken i PlayStation®2, skal du altid lægge den med den ønskede afspilningsside nedad. Når du håndterer disken, må overfladen ikke berøres. Hold langs diskens kant. Hold disken ren og fri for ridser. Hvis overfladen bliver snavset, kan du tørre den forsigtigt med en blød, tør klud. Lad ikke disken ligge i nærheden af varmekilder eller i direkte sollys, eller på steder, hvor der er meget fugtigt. Brug ikke disken, hvis den har en forkert form, har revner, er blevet skæv eller er blevet repareret med klæbemidler, da det kan medføre funktionsforstyrrelser.

Epilepsiadvarsel

• Af helbredsmæssige årsager skal du sørge for at holde pause ca. • hvert kvarter for hver time, du spiller. Lad være med at spille, hvis du er træt eller har sovet for lidt. • Sørg altid for at spille i et lokale med god belysning, og sid så langt fra skærmen, som ledningen tillader det. • Hos nogle personer fremkalder det epileptiske anfald, hvis de kigger på blinkende lys eller lysmønstre i vores daglige omgivelser. Disse personer kan få epileptiske anfald, når de kigger på tv-billeder eller spiller videospil. • Selv spillere, der aldrig har haft et epileptisk anfald, kan have epilepsi uden at have fået stillet diagnosen. Kontakt din læge, før du spiller videospil, hvis du har epilepsi, eller øjeblikkeligt, hvis du får en af følgende symptomer, mens du spiller: svimmelhed, synsforstyrrelser, muskeltrækninger, andre ufrivillige bevægelser, manglende bevidsthed om dine omgivelser, forvirring og/eller kramper.

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Kundeservice (Customer Service Numbers) kan kontaktes på telefonnummeret på bagsiden af dette hæfte.

Hvad er PEGI-systemet til aldersbestemmelse?

Pan European Games Information (PEGI) er et system til at aldersbestemme videospil i Europa (undtagen hvor man ved lov har vedtaget at bruge andre systemer til aldersbestemmelse). PEGI omfatter to adskilte men supplerende elementer. Det første er aldersbestemmelse:

Det andet er ikoner, der beskriver spiltypens indhold. Afhængig af spillets type kan der være flere sådanne ikoner. Aldersbestemmelsen af spillet tilsvarer indholdets intensitet. Ikonerne er:

VOLD BANDEORD FRYGT SEKSUELT INDHOLD STOFFER DISKIMINATION

PEGI gør det muligt for forældre og andre, der køber spil til børn, at vælge de spil, der er passende i den kommende spillers aldersgruppe. Du kan få yderligere oplysninger på http://www.pegi.info

SLES-51203

1 spiller • Memory Card (8MB) (til PlayStation®2): Minimum 186KB • Kompatibelt med analog controller: alle taster • Kompatibelt med vibrationsfunktion

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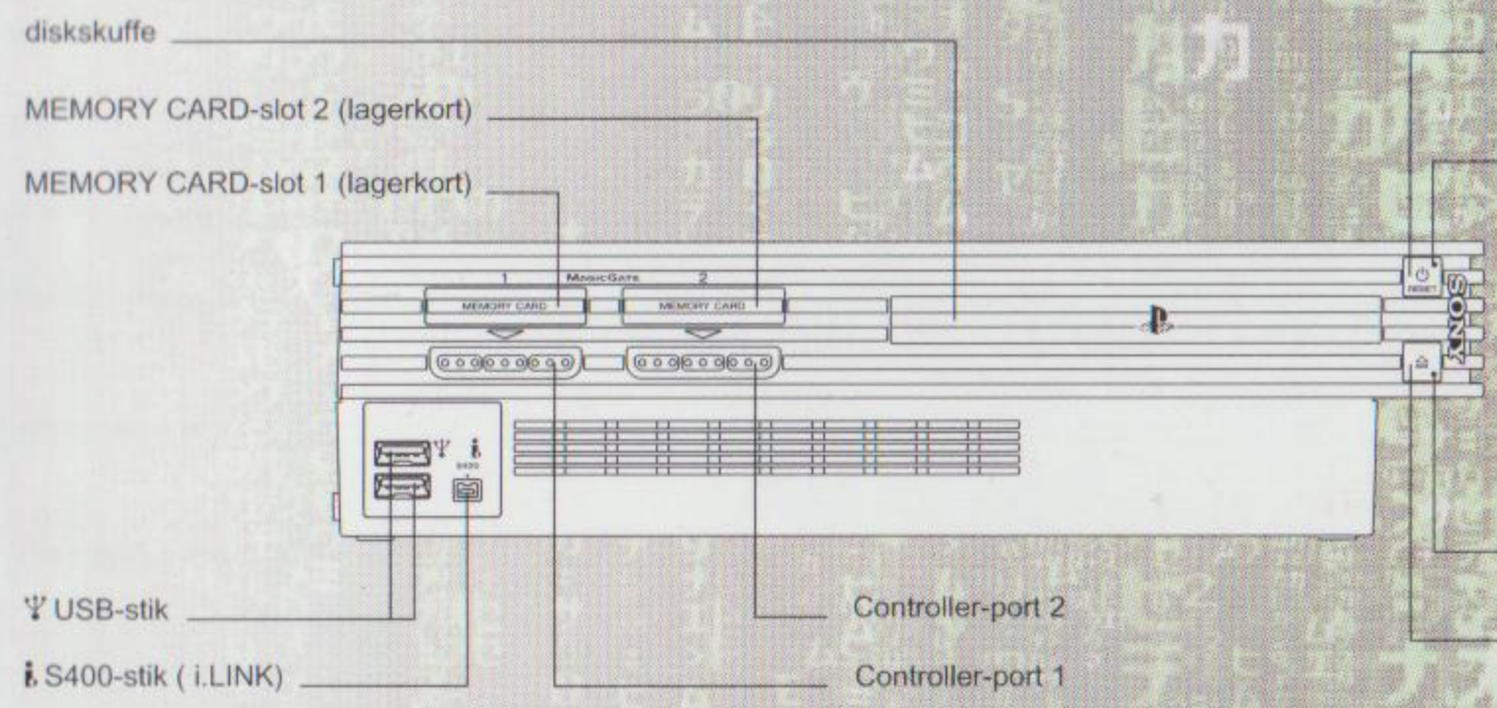
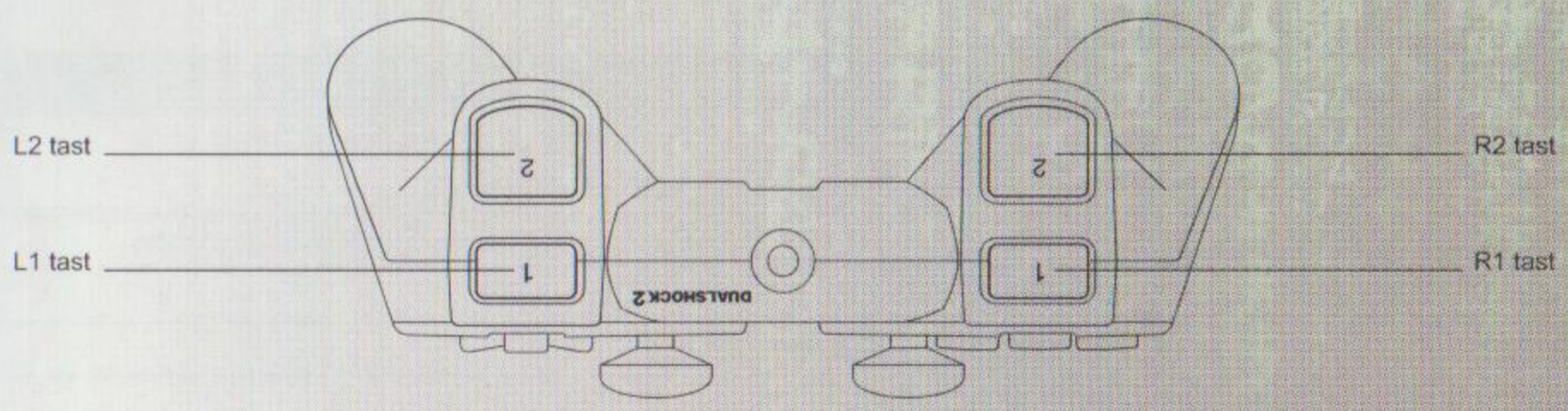
KLARGØRING

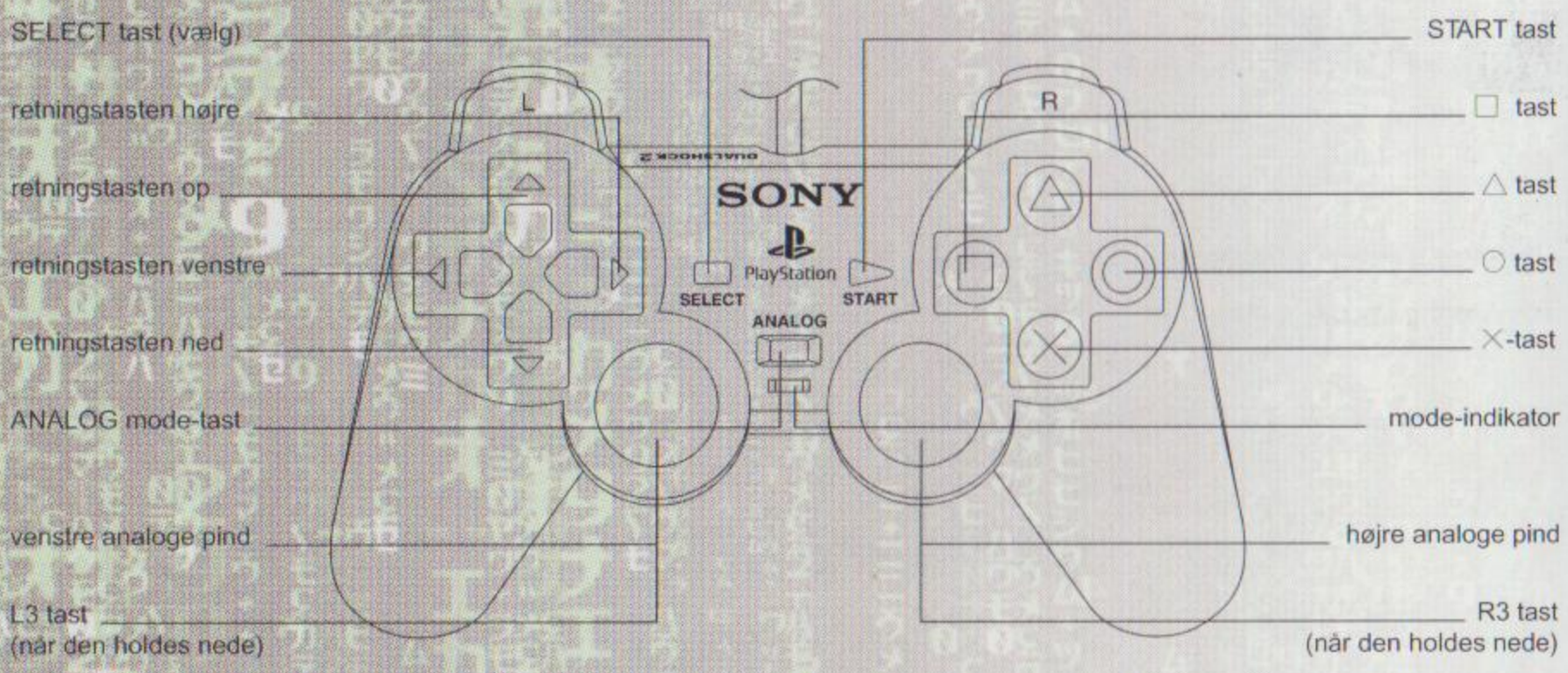


- Klargør din konsol i overensstemmelse med vejledningen i manualen.
- Sørg for, at der er SLUKKET for MAIN POWER-knappen (findes på bagsiden af konsollen).
- Tilslut spil-controllerne og andet tilbehør, som måtte være relevant, før du tænder konsollen.
- TÆND derefter konsollen på MAIN POWER-knappen, og tryk på ⏻ RESET-knappen.
- Når ⏻-indikatoren lyser grønt, skal du trykke på ⏏-knappen, hvorved diskskuffen åbnes.
- Læg Enter The Matrix™-disken i diskskuffen med den trykte side opad.
- Tryk på ⏏-knappen igen, hvorved diskskuffen lukkes. Tryk til sidst endnu en gang på ⏻ RESET-knappen for at starte spillet.
- Det frarådes at tilslutte eller fjerne tilbehør fra konsollen, når konsollen er TÆNDT.
- Indsæt et memory card (8MB) (til PlayStation®2) i MEMORY CARD-slot 1. *Enter The Matrix™* kræver 186 KB ledig plads på dit memory card (8MB) (til PlayStation®2) for at kunne gemme dit fremskridt i spillet og dine spilindstillinger.

Bemærk: *Enter The Matrix™* understøtter analog controller (DUALSHOCK®2). Digitale controllere understøttes ikke.

STYRING





Gå / løb / skyd

STYRING	HANDLING
venstre analoge pind	Fremad, tilbage, til højre og til venstre. Foran en forhindring (f.eks. en mur), skal du trykke kortvarigt fremad for at få Niobe eller Ghost til at vende ryggen til forhindringen. Hvis forhindringen er lav, vil figuren automatisk krybe sammen bag den. Når du er i førstepersons- eller snigskytte-tilstand, kan du med venstre analoge pind se dig omkring og / eller sigte med snigskyttevåbnet.
højre analoge pind	Aktivér / deaktivér førstepersons-tilstand
højre retningstast	Genvej til valg af primært våben
venstre retningstast	Genvej til valg af sekundært våben
□-tasten	Den specifikke handling afhænger af sammenhængen: Saml objekt op / aktivér / åbn dør / luk dør / sæt våben i hylster / kvæl modstander bagfra.
△-tasten	Tryk og hold nede for at kaste det valgte sekundære våben (f.eks. granater). Hvis du sigter på en fjende, kastes objektet efter fjenden.
×-tasten	Spring eller spring og grib fat i kanten af en forhindring. Løb og spring for at øge springafstanden. Hold Fokustasten (L1-tasten) inde, mens du springer, for at øge springafstanden meget.
L1-tasten	Fokus. Hold tasten nede for at bruge Matrix-skærpede færdigheder.
R1-tasten	Træk våben; Affyr det valgte våben
R2-tasten / L2-tasten	Mållåsning; beskydning. Tryk på tasten, og hold den inde, mens du bevæger den venstre analoge pind til højre og venstre, for at få figuren til at beskyde / træde til venstre og højre. Trykpåvirkningen af knappen bestemmer hastigheden.
SELECT-tasten	Våbenvalgmenu. Brug retningstasterne eller den venstre analoge pind til at navigere i menuen.
START-tasten	Pause – Indstillingsmenuen vises. Tryk på tasten igen for at vende tilbage til spillet.

Sniper Mode (Snigskytte-tilstand)

STYRING	HANDLING
højre analoge pind	Aktivér / deaktivér snigskytte-tilstand (når snigskyttevåben er valgt)
venstre analoge pind	Se dig omkring; Sigt med snigskyttevåben
□-tasten	Zoom ind
×-tasten	Zoom ud

Hand-to-Hand Combat (Nærkamp)

STYRING	HANDLING
□-tasten	Forsvar / parér / modangreb
△-tasten	Slå
○-tasten	Spark
○-tasten + △-tasten	Kast
højre styrepind	Forlad nærkampstilling

Kørsel - Når der spilles som Niobe (chauffør):

STYRING	HANDLING
venstre analoge pind / retningstasterne	Styring venstre / højre
højre analoge pind	Acceleration og bremse. Skub pinden bagud, efter at bilen er standset, for at bakke.
×-tasten	Accelerer (alternativ)
□-tasten	Brems (alternativ)
R1-tasten	Nødbremse
R2-tasten	Se til højre
L2-tasten	Se til venstre
R2-tasten + L2-tasten	Se bagud
△-tasten	Skift imellem første- og tredjepersonsvisning
L1-tasten	Tryk og hold tasten inde for at få Ghost til at hjælpe (læner sig ud af bilen og skyder fjender)

Når der spilles som Ghost (sidder ved siden af og skyder fra passagersædet):

STYRING	HANDLING
venstre analoge pind	Se dig omkring / sigt med våben
R1-tasten	Affyr primært våben

Flyvning med luftpudebåd - Når der spilles som Niobe (pilot):

STYRING	HANDLING
venstre analoge pind	Styring venstre / højre / opad / nedad
højre analoge pind	Opad for at accelerere; nedad for at bremse. Fortsæt med at holde pinden bagud, efter at luftpudebåden er stoppet, for at bakke.
R1-tasten	Affyr fremadrettet kanon
×-tasten	Accelerer (alternativ)
□-tasten	Brems, bak (alternativ)

Når der spilles som Ghost (skytte):

STYRING	HANDLING
venstre analoge pind	Flyt sigte
R1-tasten eller ×-tasten	Affyr kanonen
L1 button or □-tasten	Skift visning fra fremad til bagud

Alternativ styringskonfiguration

Ovenstående styringskonfiguration er standardindstillingen. Du kan vælge en alternativ konfiguration i spillets Options-menu (Indstillinger).

Lagring og indlæsning

På bestemte steder undervejs i spillet bliver du bedt om at gemme dit fremskridt. Du skal have et memory card (8MB) (til PlayStation®2) i MEMORY CARD-slot 1 for at gemme et spil. Vælg en tom spilslot, eller overskriv et i forvejen gemt spil (hvis du overskriver et i forvejen gemt spil, går det i forvejen gemte spil tabt). Din position i spillet angives på det gemte spils slot. Når du har gemt spillet, kan du vælge at fortsætte spillet eller afslutte det igangværende spil.
For at indlæse et gemt spil skal du vælge Load (Indlæs) og vælge dit gemte spil. Når du vælger et spil til indlæsning, kan du starte fra ethvert punkt, i spillet, du tidligere har gemt. Du skal have et memory card (8MB) (til PlayStation®2) med lagrede data i MEMORY CARD-slot 1.

*DU KAN FINDE UD AF MERE OM ALLE FIGURERNE OG SPILLETS FACILITETER I MANUALEN.

Varoitus

Tämä levy sisältää pelin PlayStation®2 -tietokonepelijärjestelmään. Älä käytä tätä levyä missään muussa järjestelmässä, koska se voi vahingoittua. Tämä levy soveltuu vain PlayStation®2:n PAL-järjestelmää käyttäville markkinoille, eikä sitä voi käyttää muissa PlayStation®2 -versioissa. Lue PlayStation®2 -järjestelmän käyttöohje huolellisesti ennen käyttöönottoa. Kun laitat levyn PlayStation®2 -konsoliin, aseta se aina tekstipuoli ylöspäin. Älä kosketa levyn pintaa, vaan pidä levyn reunoista kiinni. Pidä levy puhtaana äläkä naarmuta sitä. Jos pinta likaantuu, pyyhi se varovasti pehmeällä kuivalla kankaalla. Älä jätä levyä lähelle lämmönlähteitä, suoraan auringonvaloon tai kovin kosteaan tilaan. Älä käytä epäsäännöllisen muotoista, murtunutta, taipunutta tai liimalla korjattua levyä, koska ne saattavat aiheuttaa käyttöhäiriöitä.

Terveydellisiä näkökohtia

• Jos olet pelannut videopeliä yhtäjaksoisesti tunnin ajan, pidä 15 minuutin tauko ennen pelaamisen jatkamista. • Älä pelaa videopelejä, kun olet väsynyt tai et ole nukkunut tarpeeksi. • Huolehti pelatessasi siitä, että huone on valaistu hyvin ja että istut niin kaukana kuvaruudusta kuin virtajohto sallii. • Jotkut ihmiset kokevat epileptisiä kohtauksia katsellessaan vilkkuvia valoja tai kuvioita jokapäiväisessä ympäristössä. Nämä henkilöt voivat saada kohtauksia katsellessaan TV-kuvaa tai pelatessaan videopelejä. Sellaisillakin pelaajilla, jotka eivät ole koskaan aikaisemmin saaneet kohtauksia, voi olla kaikesta huolimatta piilevä epilepsia. Käänny lääkärin puoleen ennen videopelien pelaamista, jos olet epileptinen. Ota heti yhteys lääkäriin, jos pelatessasi tunnet seuraavia oireita: huimausta, näkökyvyn muuttumista, lihasten nykimistä tai muita pakkoliikkeitä, epätietoisuutta ympäristöstäsi ja/tai kouristuksia.

LUVATON KOPIOINTI

Tämän tuotteen jokaisen peliosan tai koko tuotteen luvatonta jäljentämistä sekä rekisteröityjen tavaramerkkien luvatonta käyttöä pidetään melko varmasti rikoksena. LUVATON KOPIOINTI vahingoittaa sekä kuluttajia että laillisia suunnittelijoita, julkaisijoita ja vähittäiskauppiaita. Jos epäilet, että tämä pelituote on luvaton kopio tai jos sinulla on muita luvattomasti kopioituja tuotteita koskevia tietoja, soita paikalliseen asiakaspalvelunumeroon, joka on annettu tämän käyttöohjeen takasivulla.

Katso asiakaspalvelunumerot (Customer Service Numbers) tämän ohjekirjan takasivulta.

Mikä on PEGI-ikäluokitusjärjestelmä?

Pan European Games Information (PEGI) on Euroopassa käytettävä videopelien ikäluokitusjärjestelmä. (Sitä ei käytetä maissa, joissa on lain nojalla noudatettava muita järjestelmiä.) PEGI sisältää kaksi erillistä, toisiaan täydentävää elementtiä. Ensimmäinen on ikäluokitus:

Toisen muodostavat pelin sisältöä kuvaavat symbolit. Yhteen peliin voi liittyä useita symboleita. Pelin ikäluokitus määräytyy sisällön mukaan. Symbolit:

VÄKIVALTA KIROILU KAUHU SEKSI HUUMEET SYRJINTÄ

PEGI-järjestelmän ansiosta vanhemmat ja muut lapsille pelejä ostavat voivat valita pelaajan ikäluokalle sopivia tuotteita. Lisätietoja on osoitteessa http://www.pegi.info

SLES-51203

1 pelaaja • Memory Card (Muistikortti) (8MB) (PlayStation®2:ta varten): minimi 186KB • Yhteensopiva Analogisen Ohjaimen kanssa: kaikki painikkeet • Yhteensopiva värähtelytoiminnon kanssa

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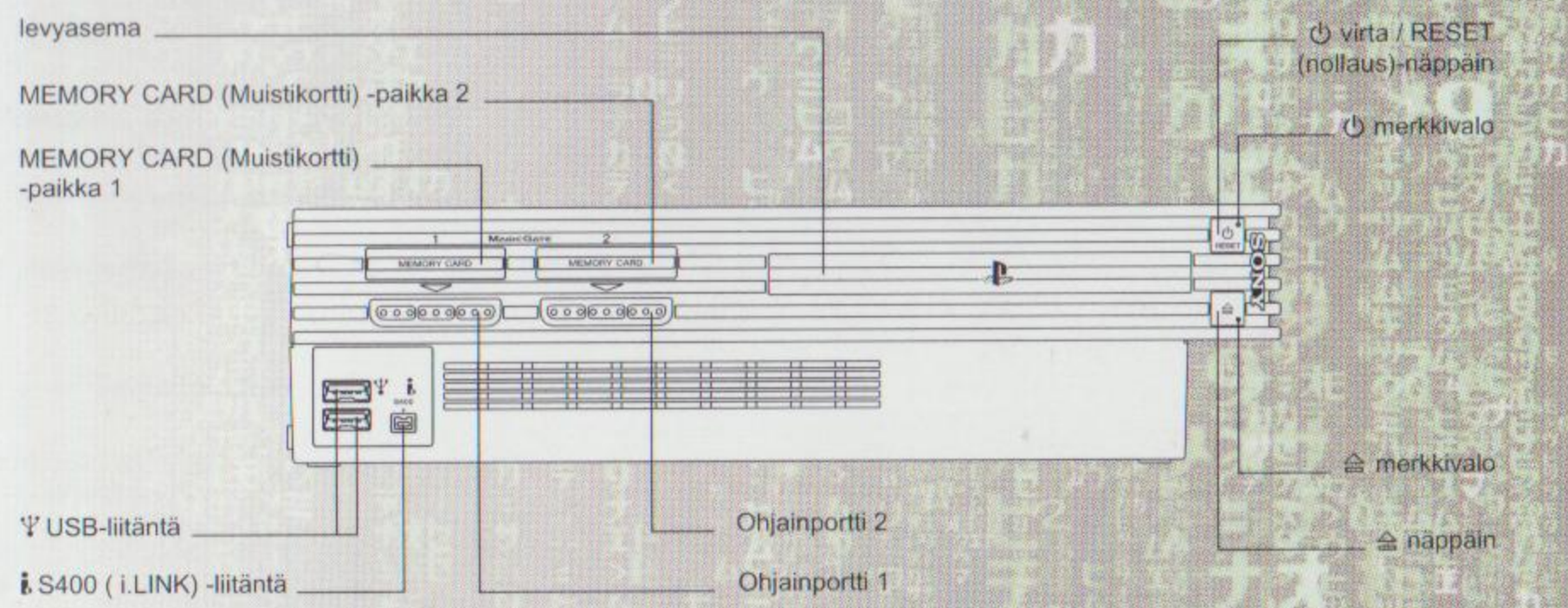
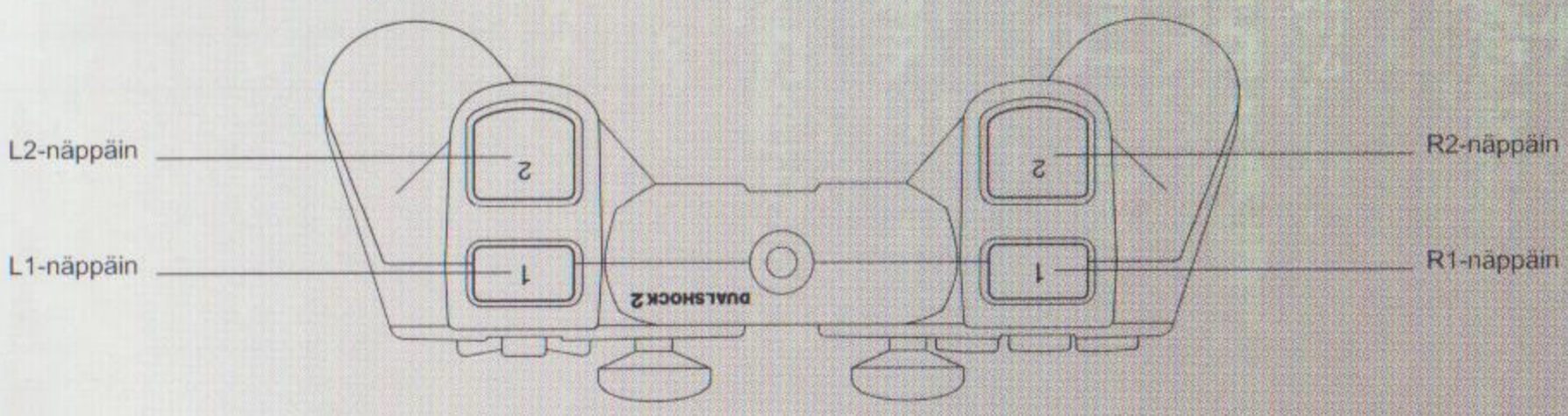
ASENNUS

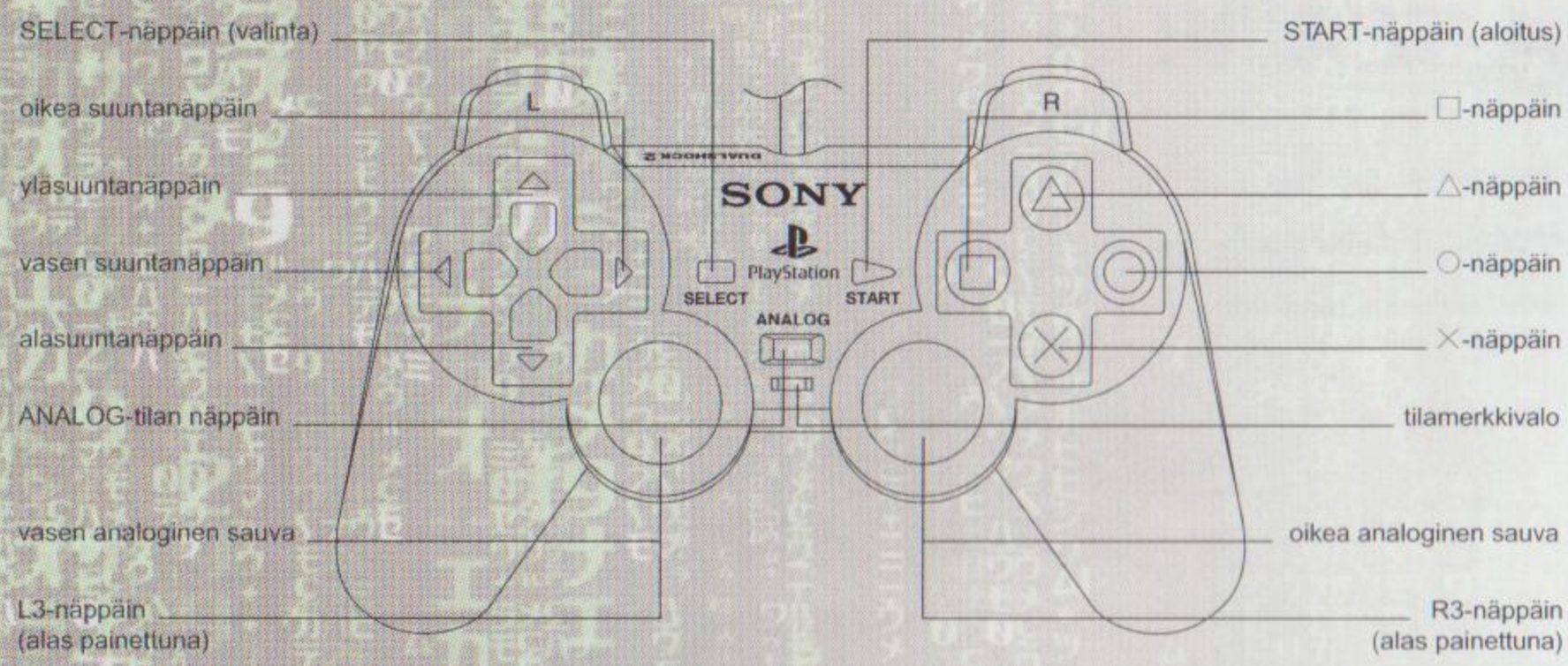


- Aseta konsoli sen käyttöohjeen neuvojen mukaisesti.
- Varmista, että MAIN POWER -kytkin (virtakytkin) (konsolin takana) on pois päältä.
- Liitä pelin ohjaimet ja tarvittavat lisälaitteet, ennen kuin kytket konsoliin virran.
- Kytke nyt konsoliin virta MAIN POWER -kytkimellä (virtakytkimellä) ja paina ⏻ RESET -näppäintä.
- Kun vihreä ⏻-merkkivalo syttyy, avaa levyasema painamalla avausnäppäin.
- Aseta *Enter The Matrix™*-levy levyasemaan nimiöpuoli ylöspäin.
- Sulje levyasema painamalla uudelleen avausnäppäin. Paina lopuksi vielä ⏻ RESET -näppäintä ennen kuin aloitat pelaamisen.
- Ei ole suositeltavaa asentaa tai poistaa mitään lisälaitteita, kun konsolissa on virta.
- Laita memory card (muistikortti) (8 Mt) (Playstation®2) MEMORY CARD (muistikortti) -paikkaan 1. *Enter The Matrix™* vaatii vähintään 186 Kt vapaata tilaa muistikortilla (8 Mt) (PlayStation®2), jotta voit tallentaa pelitilanteen ja asetukset.

Huomaa: *Enter The Matrix™* tukee analogista ohjainta DUALSHOCK®2. Digitaalisia ohjaimia ei tueta.
Jos pelin aikana pidät SELECT-näppäintä ja START-näppäintä alhaalla 2 sekuntia, palaat päävalikkoon.

OHJAIMET





Käveleminen/Juokseminen/Ampuminen

NÄPPÄIN	TOIMINTO
vasen analoginen sauva	Liiku eteen ja taakse, käänny oikealle ja vasemmalle. Kun kohtaat esteen (kuten seinän), napauta eteenpäin, jos haluat, että Niobe tai Ghost kääntää selkänsä esteelle. Jos este on matala, hahmo kumartuu automaattisesti sen taakse. Ensimmäisen persoonan tai tarkka-ampujatilassa voit vasemmalla analogisella sauvalla katsoa ympärillesi ja/tai tähdätä tarkka-ampuja-aseen.
oikea analoginen sauva	Siirry ensimmäisen persoonan tilaan/poistu siitä
oikea suuntanäppäin	Pikavalitse pääase
vasen suuntanäppäin	Pikavalitse apuase
□-näppäin	Toiminto riippuu yhteydestä: Nosta esine/Aktivoi/Avaa ovi/Sulje ovi/Laita ase koteloon/Kurista vastustaja takaapäin.
△-näppäin	Paina ja pidä alhaalla heittääksesi valitun apuaseen (esim. kranaatin). Jos vihollinen on tähtäimessä, esine heitetään sitä kohden.
×-näppäin	Hyppää tai hyppää ja tartu esteen reunaan. Juokse ja hyppää lisätäksesi hypyn pituutta. Keskittymisnäppäimen (L1-näppäin) painaminen samalla kun hyppäät lisää suuresti hypyn pituutta.
L1-näppäin	Keskittyminen. Pidä näppäin alhaalla käyttääksesi Matrixin lisäkykyjä.
R1-näppäin	Vedä ase; ammu valitulla aseella
R2-näppäin/L2-näppäin	Tulita/astu vasemmalla ja oikealle. Paine näppäimellä määrää nopeuden.
SELECT-näppäin (valinta)	Asevalikko. Selaa valikkoa suuntanäppäimillä tai vasemmalla analogisella sauvalla.
START-näppäin (aloitus)	Pysäytä peli — Esille tulee Pause (Tauko) -valikko. Palaa peliin painamalla uudelleen.

Sniper Mode (Tarkka-ampuja-tila)

NÄPPÄIN	TOIMINTO
oikea analoginen sauva	Siirry tarkka-ampujatilaan/poistu siitä (kun on valittu tarkka-ampuja-ase)
vasen analoginen sauva	Katso ympärille; tähtää tarkka-ampuja-aseella
□-näppäin	Lähennä
×-näppäin	Loitonna

Hand-to-Hand Combat (Lähitaistelu)

NÄPPÄIN	TOIMINTO
□-näppäin	Puolusta/Estä/Vastaliike
△-näppäin	Lyö
○-näppäin	Potkaise
○-näppäin + △-näppäin	Heitä
oikea analoginen sauva	Poistu taisteluasennosta

Ajaminen - Kun pelaat Niobena (ajajana):

NÄPPÄIN	TOIMINTO
vasen analoginen sauva/suuntanäppäimet	Ohjaa vasemmalle/oikealle
oikea analoginen sauva	Kiihdytä ja jarruta. Jos haluat peruuttaa, vedä edelleen taakse, kun auto on jo pysähtynyt.
×-näppäin	Kiihdytä (vaihtoehtoinen)
□-näppäin	Jarruta (vaihtoehtoinen)
R1-näppäin	Hätäjarru
R2-näppäin	Katso oikealle
L2-näppäin	Katso vasemmalle
R2-näppäin + L2-näppäin	Katso taakse
△-näppäin välillä	Vaihda ensimmäisen ja kolmannen persoonan
L1-näppäin	Pidä alhaalla, jos haluat Ghostin auttavan (nojaavan autosta ja ampuvan vihollisia)

Kun pelaat Ghostina (ammut matkustajan ikkunasta):

NÄPPÄIN	TOIMINTO
vasen analoginen sauva	Katso ympärille/Tähtää aseella
R1-näppäin	Ammu pääaseella

Ilmatyynyaluksella lentäminen - Kun pelaat Niobena (ohjaajana):

NÄPPÄIN	TOIMINTO
vasen analoginen sauva	Ohjaa vasemmalle/oikealle/ylös/alas
oikea analoginen sauva	Ylös kiihdyttääksesi; alas hidastaaksesi. Jos haluat peruuttaa, paina edelleen alas, kun alus on jo pysähtynyt.
R1-näppäin	Ammu tykillä eteenpäin
×-näppäin	Kiihdytä (vaihtoehtoinen)
□-näppäin	Jarruta, peruuta (vaihtoehtoinen)

Kun pelaat Ghostina (tykkimiehenä):

NÄPPÄIN	TOIMINTO
vasen analoginen sauva	Suuntaa tähtäin
R1-näppäin tai ×-näppäin	Laukaise tykki
L1-näppäin tai □-näppäin	Vaihda näkymä edestä taakse

Vaihtoehtoiset ohjainasetukset

Yllä kuvatut ohjainasetukset ovat oletus. Voit valita vaihtoehtoiset asetukset Options (Asetukset) -valikosta.

Tallentaminen ja lataaminen

Määrätyissä kohdissa pelin aikana, sinua kehotetaan tallentamaan pelitilanne. Memory card (muistikortti) (8MB) (Playstation®2) on oltava MEMORY CARD (muistikortti) -paikassa 1. Valitse tyhjä muistipaikka tai korvaa jo tallennettu peli (jolloin aiemmin tallennettu peli menetetään). Tilanteesi pelissä ilmenee muistipaikasta. Tallennettuasi voit jatkaa peliä tai lopettaa sen.

Voit ladata tallennetun pelin, valitsemalla Load (Lataa) ja valitsemalla tallennetun pelin. Kun valitset ladattavan pelin, voit jatkaa mistä tahansa aiemmin tallennetusta kohdasta. Memory card (muistikortti) (8MB) (Playstation®2), jossa on tallennettuja tietoja, on oltava MEMORY CARD (muistikortti) -paikassa 1.

*DU KAN FINDE UD AF MERE OM ALLE FIGURERNE OG SPILLETS FACILITETER I MANUALEN.

Forholdsregler

• Denne disken inneholder programvare for hjemmeunderholdningssystemet PlayStation®2. Bruk aldri denne disken på noe annet system siden systemet kan skades av dette. • Denne disken overholder PlayStation®2-spesifikasjonene bare for PAL-markedet. Den kan ikke brukes på andre spesifikasjonsversjoner av PlayStation®2. • Les nøye gjennom håndboken for PlayStation®2, slik at du vet hvordan du skal bruke den. • Når du setter denne disken inn i PlayStation®2-maskinen, må du alltid sette den inn med datasiden ned. • Ikke berør overflaten på disken. Hold den i kanten. • Hold disken ren og fri for riper. Hvis overflaten blir skitten, tørker du den forsiktig med en myk tørr klut. • Ikke oppbevar disken nær varmekilder eller utsett den for direkte sollys eller høy fuktighet. • Ikke bruk en disk med uvanlig form, en sprukket eller bøyd disk eller en disk som har blitt reparert med klebemiddel, da dette kan føre til skade.

Helseadvarsel

• Av helsemessige årsaker bør du ta en pause på 15 minutter for hver time du spiller. • Ikke spill når du er trett eller har sovet lite. Spill alltid i et rom som er godt opplyst, og sitt så langt fra skjermen som mulig. • Noen personer kan få epileptiske anfall når de utsettes for blinkende lys eller lysmønstre under hverdagslige omstendigheter. Slike personer kan få anfall når de ser på fjernsynsbilder eller spiller dataspill. Også personer som aldri før har hatt anfall, kan ha uoppdaget epilepsi. Oppsøk en lege før du spiller dataspill hvis du har epilepsi, eller med en gang hvis du får noen av følgende symptomer når du spiller: svimmelhet, synsforstyrrelser, muskeltrekninger, andre ukontrollerte bevegelser, tap av bevissthet om omgivelsene, sinnsforvirring og/eller krampetrekninger.

Piratkopiering

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Se baksiden av denne håndboken for opplysninger om telefonnumre til kundeservice.

Hva er PEGI-aldersgrensesystemet?

Pan European Games Information (PEGI) er aldersgrensesystemet for TV-spill i Europa (unntatt der det etter loven er andre aldersgrensesystem som gjelder). PEGI består av to forskjellige elementer. Det ene er en aldersgrense:

Det andre er ikoner som beskriver hva slags innhold spillet har. En rekke slike ikoner kan tas i bruk avhengig av hva slags spill det dreier seg om. Spillets aldersgrense avgjøres av hvor sterkt innholdet er. Ikonene er:

VOLD BANNING SKREMMENDE SEX NARKOTIKA DISKRIMINERING

PEGI gjør det mulig for foreldre og de som kjøper spill til barn å velge spill som egner seg for den aldersgruppen barnet tilhører. Du finner mer informasjon ved å gå til http://www.pegi.info

SLES-51203

1 spiller • Memory Card (minnekort) (8MB) (for PlayStation®2): minst 186KB • Kompatibel med analog kontroll: alle knapper • Kompatibel med vibrasjonsfunksjon

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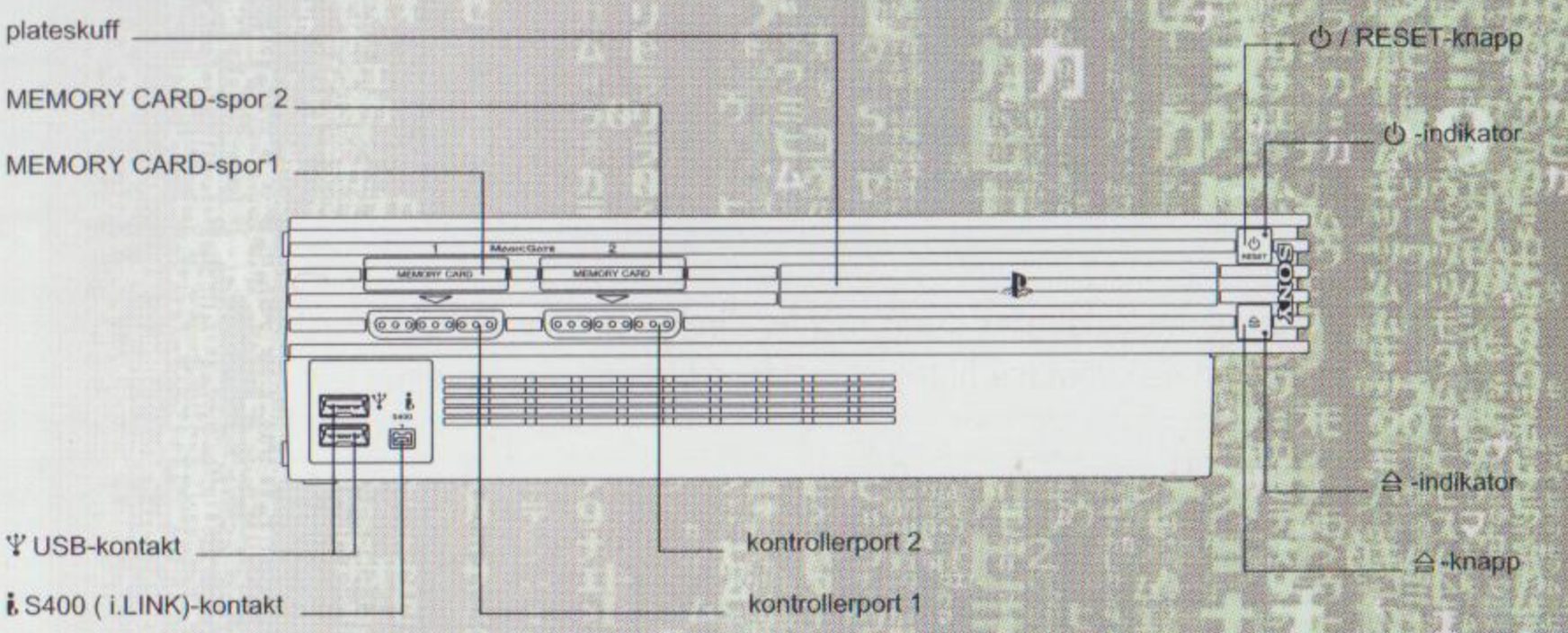
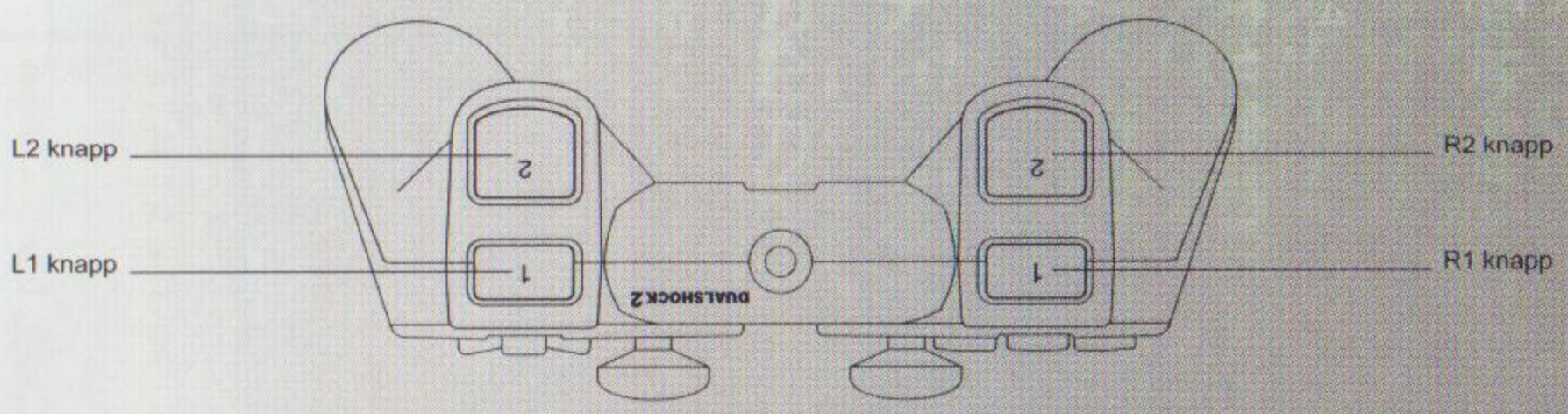
OPPSETT

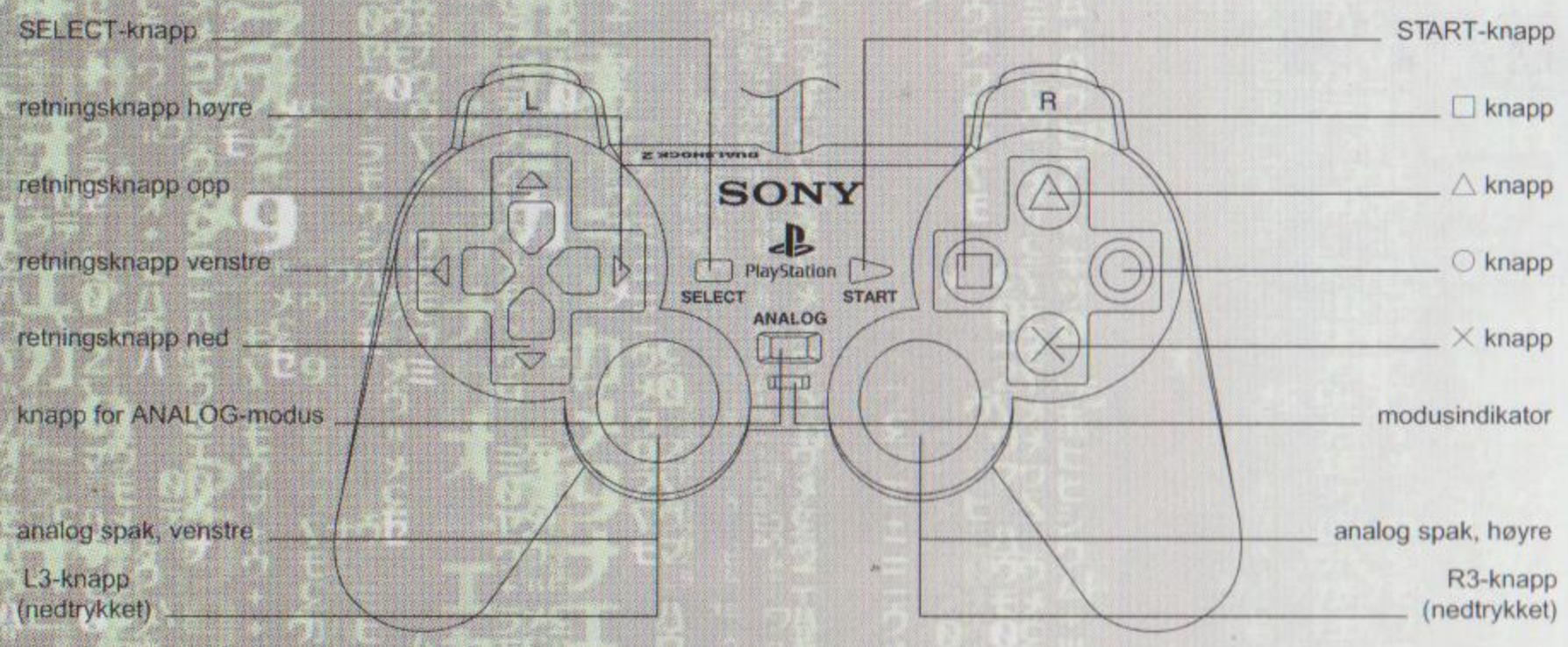


- Sett opp konsollen i henhold til instruksjonene i instruksjonshåndboken.
- Kontroller at MAIN POWER-bryteren (hovedstrømbryteren på baksiden av konsollen) er slått AV.
- Koble til spillhåndkontroller og annet utstyr riktig før du slår på konsollen. Slå så PÅ konsollen med MAIN POWER-bryteren (hovedstrømbryteren), og trykk på ⏻ RESET-knappen.
- Når ⏻-indikatoren lyser grønt, trykker du på Åpne-knapp for å åpne plateskuffen.
- Plasser *Enter The Matrix™*-platen i plateskuffen med etikettsiden vendt opp.
- Trykk på nytt på Åpne-knapp, og plateskuffen lukkes. Trykk til slutt på nytt på ⏻-knappen før du begynner å spille.
- Det anbefales å ikke sette inn eller fjerne tilbehør etter at strømforsyningen er slått PÅ.
- Sett inn et memory card (minnekort) (8 MB) (til PlayStation®2) i MEMORY CARD-spor 1. *Enter The Matrix™* krever minst 186 kB ledig plass på memory card (minnekortet) (8MB) (til PlayStation®2) for å lagre fremdriften i spillet og spillets innstillinger.

Obs! *Enter The Matrix™* støtter analog håndkontroll DUALSHOCK 2. Digitale håndkontroller støttes ikke. Hvis du holder nede SELECT-knappen og START-knappen i to sekunder under spillet, returnerer du til hovedmenyen.

KONTROLLER





Gå/løpe/skyte

KONTROLL	HANDLING
Analog spak, venstre	Flytt forover/bakover, sving til venstre/høyre. Når du kommer til en hindring (for eksempel en vegg), trykker du fremover for å få Niobe eller Ghost til å vende ryggen til hindringen. Hvis hindringen er lav, vil figuren automatisk huke seg ned bak den. Når du er i modus for førsteperson eller snikskyttermodus, kan du bruke venstre analogspak til å se deg rundt og/eller sikte med snikskyttervåpenet.
Analog spak, høyre	Gå til / avslutte modus for førsteperson
Høyre retningsknapp	Hurtigvalg av primærvåpen
Venstre retningsknapp	Hurtigvalg av sekundærvåpen
□-knapp	De bestemte handlingene er kontekstsensitive: Plukk opp objekt / aktiver / åpne dør / lukk dør / sett våpen i hylster / kvel motstander bakfra.
△-knapp	Trykk og hold for å kaste valgt sekundærvåpen (f.eks. håndgranater). Hvis du har siktet inn på fienden, vil objektet kastes på denne.
×-knapp	Hopp, eller hopp og ta tak i kanten på hindring. Løp og hopp for å øke hopplengden. Hold fokusknappen (L1-knapp) mens du hopper for å øke hopplengden drastisk.
L1-knapp	Fokuser. Hold knappen nede for å bruke et Matrix-forbedret sett egenskaper.
R1-knapp	Trekk våpen, fyr av valgt våpen
R2-knapp / L2-knapp	Sveipbeskyte/gå til venstre og høyre. Trykket på knappen bestemmer hastigheten
SELECT-knapp	Våpenvalgmenyen. Bruk retningsknappene eller venstre analogspak til å navigere i menyen.
START-knapp	Ta pause i spillet – Pause-menyen vises. Trykk på nytt for å gå tilbake til spillet.

Snikskyttermodus

KONTROLL	HANDLING
Analog spak, høyre	Gå til / avslutte snikskyttermodus (når snikskyttervåpen er valgt)
Analog spak, venstre	Se rundt, sikte inn snikskyttervåpen
□-knapp	Zoom inn
×-knapp	Zoom ut

Nærkamp

KONTROLL	HANDLING
□-knapp	Forsvar/blokker/imøtegå
△-knapp	Slå
○-knapp	Spark
○-knapp + △-knapp	Kast
Analog spak, høyre	Avslutt kampstilling

Kjøre - Når du spiller som Niobe (sjåfør):

KONTROLL	HANDLING
Analog spak, venstre / retningsknapper	Styr til venstre/høyre
Analog spak, høyre	Akselerer og brems. For å rygge fortsetter du å dra bakover etter at bilen har stoppet.
⊗-knapp	Akselerer (alternativ)
□-knapp	Brems (alternativ)
R1-knapp	Nødbrems
R2-knapp	Se til høyre
L2-knapp	Se til venstre
R2-knapp +L2-knapp	Se bakover
△-knapp	Bytte mellom første- og tredjepersons visning
L1-knapp en bil og skyte fiender)	Trykk og hold for å få hjelp fra Ghost (len ut fra

Når du spiller som Ghost (haglegevær under fart, skyte fra passasjersetet):

KONTROLL	HANDLING
Analog spak, venstre	Se rundt / sikt inn våpen
R1-knapp	Avfyr primærvåpen

Fly med luftputefartøy - Når du spiller som Niobe (pilot):

KONTROLL	HANDLING
Analog spak, venstre	Styr venstre/høyre/opp/ned
Analog spak, høyre	Opp for å akselerere, ned for å redusere hastighet. For å rygge fortsetter du å dra bakover etter at luftputefartøyet har stoppet.
R1-knapp	Avfyr artilleri forover
⊗-knapp	Akselerer (alternativ)
□-knapp	Reduser hastighet, rygg (alternativ)

Når du spiller som Ghost (skytter):

KONTROLL	HANDLING
Analog spak, venstre	Sikt inn mål med trådkors
R1-knapp eller ⊗-knapp	Avfyr artilleri
L1-knapp eller □-knapp	Bytt visning fra forover til bakover

Alternativ konfigurasjon av kontroller
Kontrollkonfigurasjonene ovenfor er standardinnstillinger. Du kan selv velge en annen konfigurasjon fra spillets Options-meny (alternativmeny).

Lagre og laste inn
Ved ulike tidspunkt i løpet av spillet blir du bedt om å lagre fremdriften i spillet. Du må ha et memory card (minnekort) (8 MB) (til PlayStation®2) i MEMORY CARD-spor 1 for å kunne lagre et spill. Velg en ledig spillspor, eller overskriv et eksisterende spill (hvis du gjør det, vil spillet som tidligere er lagret i sporet, slettes). Posisjonen i spillet angis i det lagrede spillsporet. Etter at du har lagret, fortsetter du med eller avslutter det aktive spillet.
Hvis du vil laste inn et lagret spill, velger du Load (Last inn) og velger det lagrede spillet. Når du velger å laste inn et spill, kan du starte fra hvilket som helst sted du tidligere har lagret. Du må ha et memory card (minnekort) (8 MB) (til PlayStation®2) med lagrede data i MEMORY CARD-spor 1.

*FINN UT MER OM ALLE ROLLEFIGURENE OG SPILLFUNKSJONENE I HÅNDBOKEN.

Försiktighetsåtgärder

Den här skivan innehåller programvara för datorunderhållningssystemet PlayStation®2. Använd inte skivan i något annat system eftersom det då kan skadas. Den här skivan uppfyller endast PlayStation®2-specifikationerna för PAL-marknaden. Den kan inte användas på andra specifikationsversioner av PlayStation®2. Läs instruktionshandboken till PlayStation®2 noggrant för korrekt användning. När du sätter in skivan i PlayStation®2 ska du alltid se till att placera den med rätt uppspelningssida nedåt. Vidrör inte skivans yta när du hanterar den. Håll den i kanterna. Håll skivan ren och undvik att repa den. Om ytan är smutsig kan du försiktigt torka ren den med en torr mjuk trasa. Lämna inte skivan nära värmekällor eller i direkt solljus eller överdriven fuktighet. Använd inte oregelbundet formade skivor, spruckna eller skeva skivor eller skivor som har reparerats med klister, eftersom det kan leda till tekniskt fel.

Hälsovarning

• Se till att du tar en paus på ungefär 15 minuter under varje timme som du spelar. • Undvik att spela när du är trött eller har sovit för lite. • Spela alltid i ett väl upplyst rum, och sitt så långt från skärmen som sladden tillåter. • Vissa människor erfar epileptiska kramper när de utsätts för blinkande ljus eller mönster i den dagliga miljön. • De människorna kan erfara kramper när de ser på TV eller spelar videospel. Även människor som aldrig haft kramper kan ändå ha en oupptäckt epileptisk åkomma. Konsultera läkare innan du spelar videospel om du har en epileptisk åkomma eller omedelbart om du upplever något av följande symptom när du spelar: yrsel, synförvrängningar muskelryckningar, andra ofrivilliga rörelser, minskad medvetenhet om omgivningen, mental förvirring eller konvulsioner.

Piratkopiering

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Se sista sidan i denna manual för hur man kontaktar Kundtjänst (Customer Service Numbers).

Vad är PEGI-åldersgränssystemet?

Pan European Games Information (PEGI) är åldersgränssystemet som gäller för tv-spel i Europa (förutom där andra åldersgränssystem gäller enligt lag). PEGI består av två olika element som kompletterar varandra. Det första är en åldersgräns:-

Det andra är ikoner som beskriver spelets innehåll. Beroende på typen av spel kan det finnas ett antal sådana ikoner. Åldersgränsen för ett spel sätts i enlighet med styrkan på spelinnehållet. Följande ikoner finns:-

VÅLD SVORDOMAR SKRÄCK EROTISKT INNEHÅLL DROGER DISKRIMINERING

PEGI tillåter föräldrar och andra som köper spel till barn att välja spel som är lämpliga för barn i den ålderskategorin. Mer information finns på adressen http://www.pegi.info

SLES-51203

1 spelare • Memory Card (minneskort) (8MB) (till PlayStation®2): minst 186KB • Kompatibelt med analog kontroll: alla knappar • Vibrationsfunktionskompatibelt

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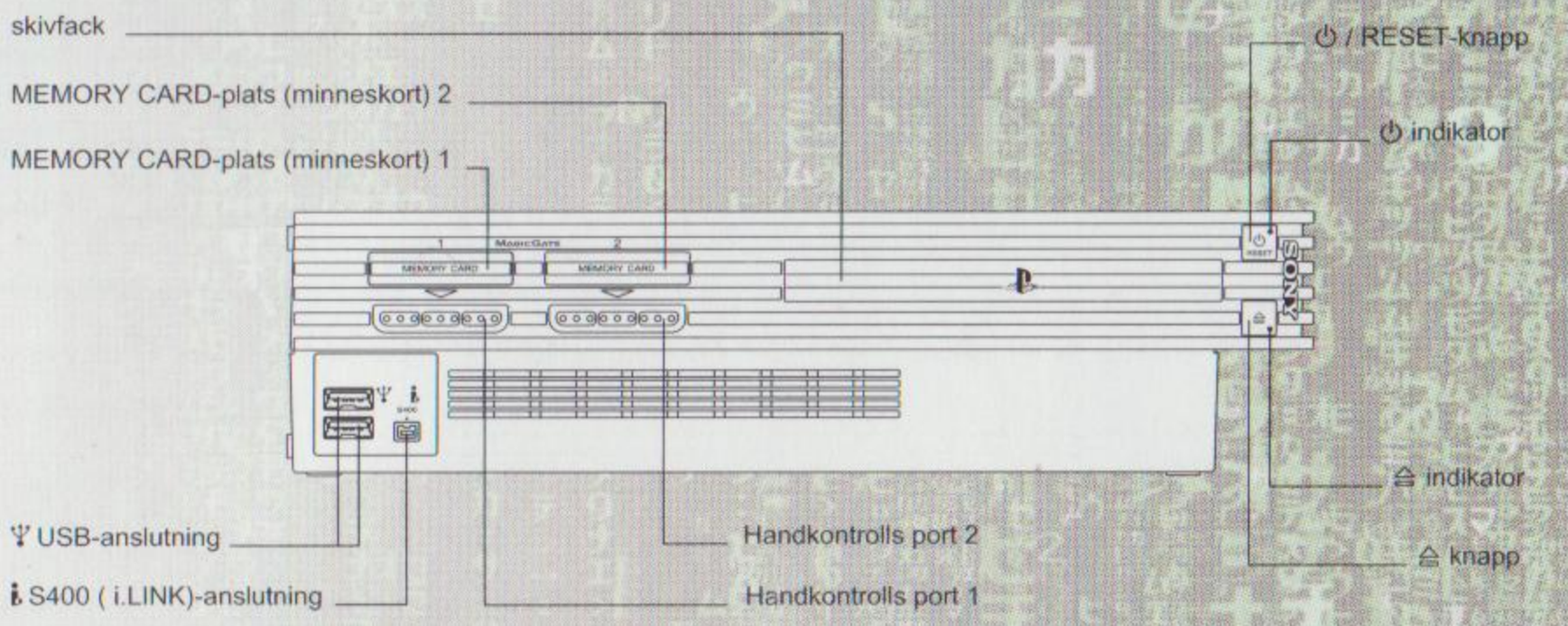
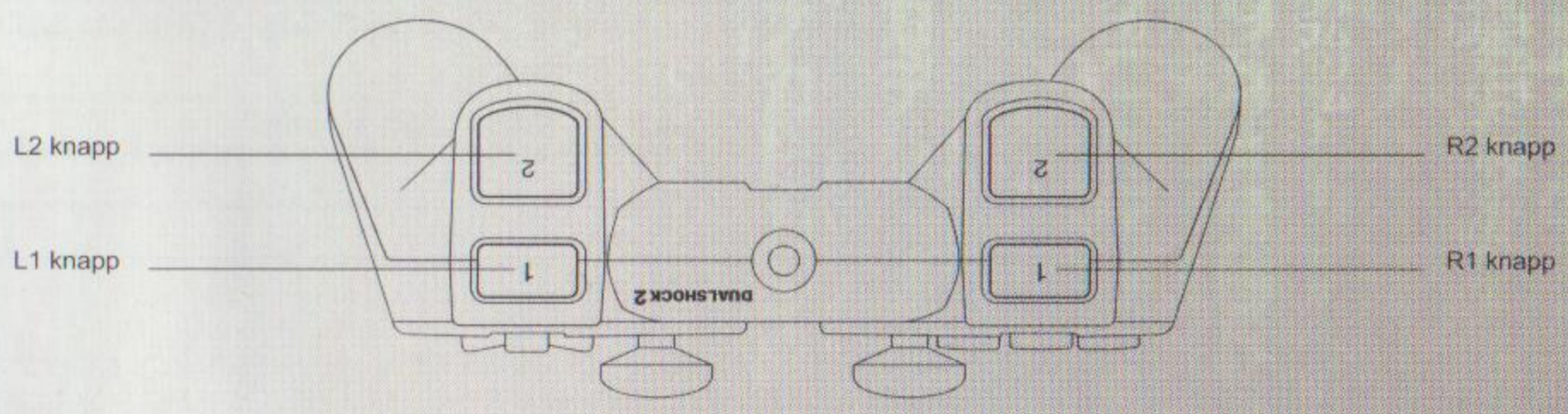
INSTALLATION

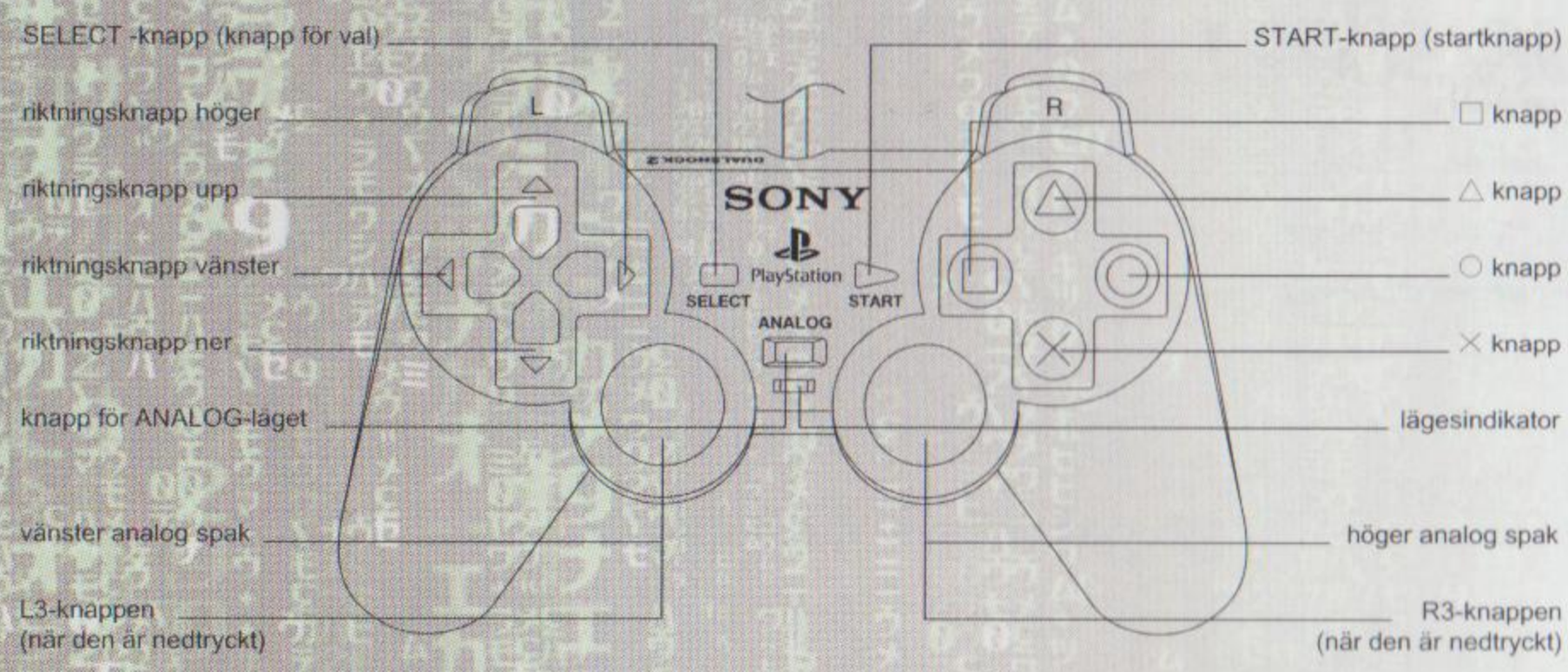


- Ställ i ordning basenheten enligt instruktionerna i instruktionsboken.
- Kontrollera att MAIN POWER-strömbrytaren (på basenhetens baksida) står i läget OFF.
- Anslut handkontroller och eventuella övriga tillbehör innan du slår på basenheten.
- Sätt nu MAIN POWER-strömbrytaren på basenheten i läget ON och tryck på ⏻ RESET-knappen.
- När ⏻-indikatorn lyser grönt trycker du på öppningsknappen. Skivfacket öppnas.
- Lägg skivan *Enter The Matrix™* i skivfacket med etiketten uppåt.
- Nästa gång du trycker på öppningsknappen stängs skivfacket. Tryck slutligen på ⏻ RESET-knappen innan du börjar spela.
- Sätt inte in och ta heller inte bort några tillbehör när du har satt på strömmen.
- Sätt i ett memory card (8MB) (till PlayStation®2) i MEMORY CARD-plats 1. Det måste finnas åtminstone 186 kB ledigt utrymme på det memory card (8MB) (till PlayStation®2) som du använder för att spela *Enter The Matrix™*. Annars går ställningen i spelomgången inte att spara.

OBS! Du kan använda den analoga handkontrollen DUALSHOCK®2 när du spelar *Enter The Matrix™*. Digitala handkontroller stöds inte. Om du håller ned SELECT-knappen och START-knappen i två sekunder dyker huvudmenyn upp igen.

KONTROLLER





Gå / Springa / Skjuta

KONTROLL	ÅTGÄRD
vänstra analoga spaken	Flytta framåt, bakåt, sväng till höger och vänster. När du stöter på ett hinder (t.ex. en vägg) kan du slå lätt på spaken. Då vänder sig Niobe eller Ghost från hindret. Om hindret är lågt hukar sig figuren automatiskt bakom det. I första person- eller krypskyttsläget kan du använda den vänstra analoga spaken för att se dig omkring och/eller sikta med vapnet.
högra analoga spaken	Aktivera/stäng av första person-läget
högra riktningsknappen	Snabbval av primärt vapen
vänstra riktningsknappen	Snabbval av sekundärt vapen
□-knappen	Vad som händer beror på sammanhanget. Plocka upp ett objekt / Aktivera / Öppna dörr / Stäng dörr / Stoppa vapnet i hölstret / Stryp motståndaren bakifrån.
△-knappen	Håll nedtryckt för att kasta det valda sekundära vapnet (t.ex. en granat). Om du har siktat på en fiende kastar du objektet mot honom.
×-knappen	Hoppa eller hoppa och grip tag i kanten på ett hinder. Om du springer och hoppar samtidigt hoppar du längre. Håll ned fokuseringsknappen (L1-knappen) medan du hoppar, så hoppar du betydligt längre.
L1-knappen	Fokusera. Håll knappen nedtryckt om du vill använda Matrix-specialegenskaper.
R1-knappen	Dra vapnet; avfyra det valda vapnet
R2-knappen / L2-knappen	Bestryk med eld/ta steg åt sidorna. Eldhastigheten/farten bestäms av hur hårt du trycker.
SELECT-knappen (knapp för val)	Menyn Weapon Selection (val av vapen). Använd riktningsknapparna eller den vänstra analoga spaken för att flytta runt i menyn.
START-knappen	Pausa spelet – Menyn Pause (paus) visas. Nästa gång du trycker på knappen fortsätter spelet.

Sniper Mode (krypskyttsläge)

KONTROLL	ÅTGÄRD
högra analoga spaken	Aktivera / stäng av krypskyttsläget (om du har valt ett sådant vapen)
vänstra analoga spaken	Se dig omkring; sikta med vapnet
□-knappen	Zooma in
×-knappen	Zooma ut

Hand-to-Hand Combat (närstrid)

KONTROLL	ÅTGÄRD
□-knappen	Försvara dig / Blockera / Parera
△-knappen	Slå
○-knappen	Sparka
○-knappen + △-knappen	Kasta
högra analoga spaken	Ställ figuren normalt

Köra bil - När du spelar som Niobe (förare):

KONTROLL	ÅTGÄRD
vänstra analoga spaken / riktningsknappar	Sväng vänster/höger
högra analoga spaken	Accelerera eller bromsa. Fortsätt att dra spaken åt dig efter att bilen har stannat om du vill backa.
✕-knappen	Accelerera (alternativ knapp)
□-knappen	Bromsa (alternativ knapp)
R1-knappen	Nödbroms
R2-knappen	Titta åt höger
L2-knappen	Titta åt vänster
R2-knappen + L2-knappen	Titta bakåt
△-knappen	Växla mellan första och tredje person
L1-knappen	Håll ned knappen om du vill att Ghost ska hjälpa till (luta sig ut ur bilen och skjuta på fienderna)

När du spelar Ghost (som medpassagerare, skjuter från passagerarsidan):

KONTROLL	ÅTGÄRD
vänstra analoga spaken	Se dig omkring / Sikta med vapnet
R1-knappen	Avfyra det primära vapnet

Köra bil svävare - När du spelar Niobe (pilot):

KONTROLL	ÅTGÄRD
vänstra analoga spaken	Sväng vänster/höger/upp/ned
högra analoga spaken	Tryck knappen uppåt för att öka hastigheten, nedåt för att bromsa. Fortsätt att dra spaken åt dig efter att svävaren har stannat om du vill backa.
R1-knappen	Avfyra främre kanonen
✕-knappen	Accelerera (alternativ knapp)
□-knappen	Bromsa, backa (alternativ knapp)

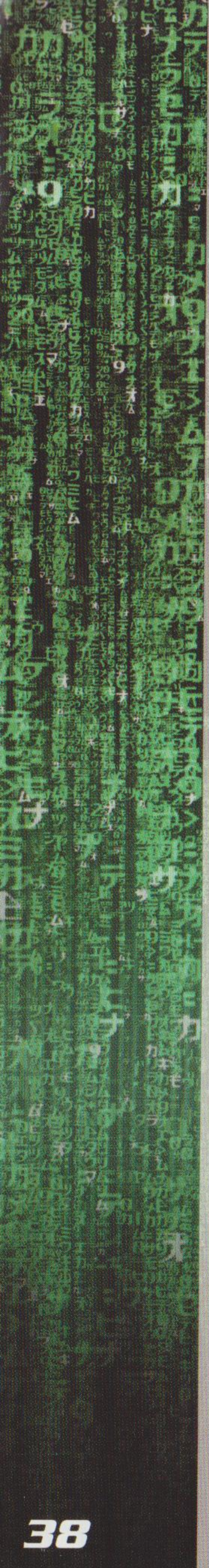
När du spelar Ghost (skytt):

KONTROLL	ÅTGÄRD
vänstra analoga spaken	Rikta in hårkorset
R1-knappen eller ✕-knappen	Avfyra kanonen
L1-knappen eller □-knappen	Växla mellan framåt- och bakåtvy

Andra inställningar för kontrollerna
Konfigurationen som beskrivs här ovan är standardinställningen. Du kan välja en annan inställning i menyn Options.

Spara och läsa in
Vid vissa bestämda tillfällen ombeds du att spara spelställningen. Du måste sätta in ett memory card (8MB) (till PlayStation®2) i MEMORY CARD-plats 1 om du vill spara spelet. Välj en tom plats eller skriv över en gammal spelomgång (om du gör det kommer du inte längre att kunna spela vidare med den gamla omgången). Du kan se var du var i spelet i den sparade omgången. Efter att ha sparat kan du fortsätta eller avbryta omgången.
Om du vill läsa in en sparad omgång väljer du Load (läs in) och väljer den sparade spelomgången. När du väljer att läsa in en omgång kan du starta från vilken punkt som helst där du tidigare har sparat omgången. Det måste sitta ett memory card (8MB) (till PlayStation®2) i MEMORY CARD-plats 1.

*MER INFORMATION OM FIGURERNA OCH SPELET FINNS I HANDBOKEN.



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NIOBE AND GHOST

Playing as either Niobe or Ghost is a matter of personal preference, but playing all the way through the game as both characters, and playing well, is the only way to experience the full *Enter the Matrix™* story.

NOTE: Except where specifically noted below (i.e., in the driving and hovercraft piloting sections), the controls and capabilities of Niobe and Ghost are identical. Unless noted, where a feature for one character is described, that feature is present for the other character, too.

NIOBE

Niobe is the hard-as-nails Captain and pilot of the *Logos*, the smallest and fastest hovercraft in the Rebel fleet. Niobe is a superb hand-to-hand combatant. Her skills as a Hovercraft pilot in the Real World, and her driving skills in the Matrix itself, are second to none.

GHOST

Ghost is the First Mate of the *Logos*, and a true spiritual martial arts warrior. To him, weapons are nothing less than works of art, and they are deadliest when in Ghost's calm, practiced hands. In battle, Ghost's body and mind become perfectly focused, working in flowing unison.

SPARKS

Sparks is the third crewman of the *Logos*, serving as Niobe's and Ghost's operator during their missions into the Matrix. Sparks is a wild, brilliant, hyperkinetic voice on the other end of the cell phone. You'll be in constant touch with Sparks as he relays key information and strategic advice.

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Ice
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Operations Officer Mattis
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Seraph
Colin Chou
Corrupt
Paul Cotter
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Εθνική Χρέωση. Παρακαλείστε να τηλεφωνείτε σε αυτούς τους αριθμούς του Τμήματος Εξυπηρέτησης Πελατών μόνο για θέματα υποστήριξης υλισμικού των προϊόντων PlayStation.

• Ireland — **0818 365065**
All calls charged at National Rate. Please call these Customer Service Numbers only for hardware support of PlayStation products.

• Israel — **09 971170**
Please call these Customer Service Numbers only for hardware support of PlayStation products.

• Italia — **848 82 83 84**
Tariffa Nazionale. Chiamare questi numeri del Servizio Clienti solamente se si necessita di assistenza relativa all'hardware dei prodotti PlayStation.

• Malta — **21 344700**
National Rate. Please call these Customer Service Numbers only for hardware support of PlayStation products.

• Nederland — **0495 574 817**
Interlokale kosten. Bel deze klantenservicenummers alleen bij hardwareproblemen met PlayStation-producten.

• New Zealand — **09 415 2447**
National Rate. Please call these Customer Service Numbers only for hardware support of PlayStation products.

• Norge — **820 75 050**
Mon-Fre 8.30-16.30. Vennligst ring disse kundeservicenumrene bare for maskinvarestøtte i forbindelse med PlayStation-produkter.

• Portugal — **707 23 23 10**
Contacte-nos através destes números de Assistência ao Cliente para obter asitÊncia técnica (hardware) apenas para produtos da PlayStation.

• España — **902 102 102**
Tarifa nacional. Al llamar a estos números del Servicio de atención al cliente sólo obtendrá asistencia para los productos PlayStation.

• Sverige — **08 587 822 40**
Mån-Tors 8-17 Fre 8-15.30. Ring endast dessa kundservicenummer för maskinvarusupport av PlayStation-produkter.

• Suisse/Schweiz/Svizzera — **0848 84 00 85**
Tarif appel national / Nationaler Tarif / Tariffa Nazionale. Veuillez composer les numéros du service après-vente pour recevoir une assistance technique destinée uniquement aux produits PlayStation.

• UK — **08705 99 88 77**
National rate. Calls may be recorded for training purposes. Calls charged at local rate. Please call these Customer Service Numbers only for hardware support of PlayStation products.

Please call these Customer Service Numbers only for hardware support of PlayStation products.
Details of call costs apply only to Games Hotline Numbers.

www.enterthematrixgame.com
www.thematrix.com

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